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II**



By the Editors of **GamePro** - The World's Largest Multiplatform Gaming Magazine



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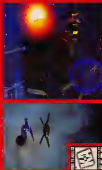


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EPIC SPACE CONFLICT



GamePro Presents The Ultimate Guide to PlayStation Games!

There's actually a situation where too much of a good thing is good for you—just ask any Sony PlayStation owner.

By now there are at least 20 million of you crazy PSKers out there playing PlayStation games all around the world...and many more are surely on their way to PlayStation bliss this year. Since the PlayStation's been around (nearly three years now), its software library is ballooning onward and upward beyond 400 games, the largest of any console system today. There are so many PSX games that they can't all sit on store shelves for very long, so you'd better be able to catch them while you can.

That's exactly why the editors at *GamePro* magazine have compiled this comprehensive guide to PlayStation games.

Finally, here's a book that will help you sort through that massive stack of PlayStation titles. You'll discover some true gems that may have been lost amongst all the noise and hype. You'll also be able to steer clear of the dogs—true woofers that unfortunately snap at the heels of every game system. Now you can have fun reading about them, but (unlike the *GamePro* editors) you won't have to suffer through a lengthy session of gaming to discover that they have only canine appeal.

This guide contains all the information you need to get the most fun out of your PlayStation, whether you like fighting games or puzzlers. The opinionated "Reviews" section will help you identify the games you like to play; the games on which you ought to spend your hard-earned gaming bucks. (Remember, part of the beauty of Sony's CD format is that older games may be on sale for \$19.95 or less!) The "Previews" section reports on games just appearing or about to appear, while the "SWATPro" section contains game-busting secrets and codes for the best of the PSX games.

Sony has been kicking some major butt in the video-games arena, and there's little indication that the butt-kicking is about to cease! But before you buy or rent a PlayStation game, you ought to study this guide...even if you just want to have some fun trying to gauge your opinions against those of the pros at *GamePro*.

The GamePro
San Mateo, CA
comments.gamepro@gamepro.com



GAMEPRO The Ultimate Guide to PLAYSTATION GAMES

Publisher John F. Neumann

Editor-in-Chief Wes Hill

Director of Editorial and Creative Services Francis Nio

Editorial Director, PlayStation Guide Mike Weigand

Managing Editor, PlayStation Guide Brett Reiter

Managing Editor Kathy Skoggs

Writer Lawrence Neves

Paul Garbino

Don Anich

Jon Robinson

Editorial Interns Lindsay Young

Christopher Kinnorth

Art Director, PlayStation Guide Christine Dask

Designer Melissa Moore

Art Interns Claudia Fong

Dee-Jade Clark

Senior Production Manager Suzanne E. Haffert

Assistant Production Manager Shelly Reiter

Senior Production Coordinator Colleen Barys

Advertising Coordinator Kevin Bert

Online Development Manager Jill Cook

Online Producer/Editor Todd Barnes

Director of Circulation Suzanne McElisley

Revised Sales Manager Bill Horne

Circulation/Distribution Specialist Nicole Russo

Circulation Specialist Irene Baratti

Customer Service Representative Margaret Somolwitz

Director of Marketing Elaine M. Starling

Marketing Manager Eric Giffney

GAMEPRO NEWS MAG

President and CEO John F. Neumann

Executive Assistant to the President Lucille M. Gou

Vice President and Associate Publisher Cynthia Sonder

Executive Assistant Gwen Runkle

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Manufacturing Manager Lynn Lala

Director of Operations and IS Nancy Durlister

Office Services Supervisor/Network Administrator Rob Halverson

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If you're interested in reviews, you'll see a rating for every game. The ratings categories are the same as those used in GamePro magazine. GamePro rates games in four categories: Graphics, Sound, Control, and Fun Factor. Graphics judges the overall artistic quality of the character images, the animation, and the backgrounds. Sound critiques the music and the audio effects. Control rates how smoothly control pad commands translate to onscreen gameplay and fun. In the final analysis, Fun Factor may be the most important rating. Are you gonna have a good time?

Most reviews will be followed by a date in *italics*. This indicates the issue of GamePro in which you can find the original full-length review.

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A LAVA PIT.
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It's *Mace - The Dark Age*. The most graphically stunning 3-D fighting game to ever come home. In fact, *Next Generation* says, *Mace* is well on its way to being the best 3-D fighting game for Nintendo 64.* There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button — it might just save your butt. Not to mention your life.

MACE
the Dark Age

EVERYTHING'S A WEAPON.

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MIDWAY



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SQUEEZING, SQUEEZING, SQUEEZING...

Previews

Action/Adventure Games

Apocalypse

Bruce Willis stars as your gun-crazed partner in this hell-meets-Earth 3D action/shooter that ups the ante on video-game violence. In your mission to save



humanity from the Four Horsemen of the Apocalypse, you and your virtual partner Trey Kincaid (played by Bruce Willis) blow away bad guys by using a wealth of nasty weapons from flamethrowers to lasers to spear guns. Apocalypse is pressing for a Mature rating, so squeamish gamers beware.

*By Activision
Available March '98*

Blasto

Blasto's an action shooter with 3D environments and a main character called—what else?—Blasto, who looks like he's right out of a Warner Bros. cartoon. One of the game's unique aspects is its environmental mapping effect, where the surrounding colors reflect off



the character. Voiced by comedian Phil Hartman, Blasto can acquire several weapons to help him through the many levels, including a ray gun and a flamethrower.

*By Sony
Available now*

Armored Core

Unlike many mech battle games, the fighting action in Armored Core is fast and furious. The mechs react almost as quickly as the characters in a fighting game, banging out sharp dashes and speedy airborne jumps. Players can customize 12 basic 'bot designs by choosing



from a dizzying assortment of weapons and body parts. Armored Core could finally provide the hardcore mech action that PlayStation fans have been missing.

*By Sony
Available now*

Deathtrap Dungeon

Based on Ian Livingstone's popular game-book series, this action/adventure game takes place in a treacherous dungeon modeled in full 3D with colorful graphics and realistic light-sourcing effects. It's also packed with more



than 50 types of ruthless enemies and deadly traps. You must battle through 10 harrowing levels armed with the standard fantasy fare, including swords, hammers, and magical spells—you can even fight with your bare hands!

*By Eldos
Available December*

Batman and Robin

The Caped Crusader is cruising to a PlayStation near you this November. Batman and Robin features Resident Evil-type gameplay



mixed in with some frenzied fighting action. You take on various missions as Batman, Robin, or Batgirl as you hunt down the notorious Mr. Freeze and the sultry Poison Ivy. Strap in tight because you'll also be able to pilot Bat-unique vehicles like the Batmobile, Robin's Redbird motorcycle, or the Bat Hammer!

*By Acclaim
Available November*

Dungeons & Dragons Collection

Capcom is finally bringing its two Dungeons & Dragons coin-ops—D&D: Tower of Doom and D&D: Shadow Over Mystara—to the PlayStation, packing both fan-favorites on one disc! Assuming the role of a mage, dwarf, fighter, or elf, it's your job to rid the fantasy realm of a mysterious belligerent entity.



You can use swords, axes, and other medieval weapons, as well as magic spells and potions, to gain your character level-raising experience points.

*By Capcom
Available First Quarter '98*



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Excalibur 2555 AD

When the world's most famous sword gets jacked by a bunch of time-traveling bad guys, it's up to you—the plucky female adventurer Beth—to travel from medieval England into the future to retrieve



it. Expect Tomb Raider-like gameplay featuring combat, spell-casting, and puzzle-solving scenarios. Other highlights include nice light sourcing, 600 locations, and 60 different characters. Fanboys will enjoy Beth's slick red outfit, too.

By Sir-Tech Software
Available now

Fighting Force

Streets of Rage meets Tekken in this "punks step up to get beat down" brawlfest filled with flailing fists, head-stompin' psychos, and blood-drippin', broken-bottle-wavin' action. Each of the four characters struts the streets with over 50 moves in his repertoire, including devastating combos, throws, and special



moves. Players battle through 10 nonlinear levels consisting of approximately 25 stages including office buildings, flying airships, and secret islands.

By Eldos
Available now

Crash Bandicoot 2: Cortex Strikes Back

Sony's turrety front-man, Crash Bandicoot, returns to the PlayStation in plenty of time for this holiday season. Crash 2 picks up where the original game left off, as a defeated Dr. Neo Cortex takes refuge in an underground cavern. Besides his usual run and jump moves, Crash has earned the ability to slide, super jump, and climb.

In addition to improved animation and support for Sony's PlayStation Analog Controller, Crash 2 includes new perks like a wild ride astride a polar bear and a jet-pack level that requires you to move in

all six directions while avoiding obstacles and collecting power-ups. Some levels require Crash to hang from above (using his arms to swing forward, jungle-gym style), while others have

him puttering along on a motorized watercraft, dodging deadly whirlpools. Fans of the crazy ol' 'coot won't want to miss this one.

By Sony
Available Fourth Quarter '97



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Frogger

Retro gamers better hang on to their tongues because Frogger is back, and he's one lean, mean, green machine. The old cross-the-highway level is intact, but there



are also several new adventures, including Old West, cloud-hopping, and cave-searching levels. Polygonized for the '90s, Frogger has added some clever and captivating elements (like outrunning angry lawnmowers) that will make a new generation of gamers leap for joy!

By Hasbro Interactive
Available now

Ghost in the Shell

Based on the popular Japanese anime and comic book, Ghost in the Shell debuts as a 3D action-shooter. Playing as a tough cyborg cop who controls a one-man tank called a Fukochima, you must battle



evil high-tech forces that threaten the world. Highlights include the ability to climb on the walls of buildings and move upside down on ceilings as well as 10 minutes of original Japanese animation inserted throughout the 12 levels.

By T-Net
Available now

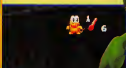
Croc



With platform gameplay that's geared toward Super Mario 64 and Croc. Enter the Gecko Fans, Croc looks like it's ready to be counted as a contender in the competitive 3D-gaming arena.

Croc jumps, swings, swims, and hangs from ledges, all with amazing realism. Revolving camera angles and cleverly devised puzzles put some bite into the exploration-based gameplay. You explore four islands (a hidden fifth island is uncovered if you complete certain tasks), rescuing furry creatures called Gobbos from captivity while collecting gems (which also unlock hidden areas). Croc can also glide on balloons, and there's even a fast-paced snowboarding level. With traditional platform gaming, an engaging main character, and hours of complex levels to explore, Croc seems to have it all. A certain bandicoot and a certain gecko lizard better make room—Croc is coming on real strong!

By Fox Interactive
Available now





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authentic San Francisco landscapes and so many places to catch air that you might be mistaken for an unidentified flying object. And if that's



not enough, you can take shortcuts through golf fields and underground sewers. You can soar over building tops or be catapulted into the

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EXTREME RACING**



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16-BIT RUMBLE PAK™

air from a dismantled freeway overpass. It's San Francisco Rush. And lucky for you it's coming home in a more manageable size.



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Jersey Devil

Jersey Devil's a cute 3D adventure game that may remind nostalgic gamers of Aero the Acrobat. The constant jumping, bouncing, and puzzle-solving may also evoke memories of Sonic the Hedgehog. Either way, it's the perfect platform-pouncer for the PlayStation, complete with bosses, hidden rooms, and tons of enemies. There's already enough complete to think



that Jersey Devil will be a hellishly good time for gamers looking for platform appeal.

*By Behavior Communications
Available now*

Mass Destruction

Mass Destruction's a barrel-blastin', building-wreckin', total-destruction extravaganza with enough firepower and force to level cities and massacre an army. You play in one



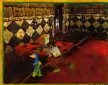
of three tanks (slow with heavy armor, medium with average armor, or quick with light armor) as you blast your way through challenging levels, completing objectives like blowing up power plants and crushing convoys. It's a fast, fun, and stress-relieving good time.

*By ASC
Available now*

Gex: Enter the Gecko

Gex returns to the PlayStation, whipping his tail and wisecracking through a new, and extremely impressive-looking, 3D action/adventure game. The story so far has Gex turning secret agent to prevent his archnemesis, Rez (who's butted out and badder than ever), from controlling the nation's television broadcasts. Gex must battle through eight TV channel worlds, each parodying popular movies and television shows like *Star Wars* and *Godzilla*. Once again, comedian Dana Gould lends Gex his voice to help give the teisty gecko the fiercest one-liners and quickest quips ever heard in a game. What's most stunning about Gex are its unbelievable graphics and smooth gameplay, especially considering that at press time the project was only in its early stages. Gex has approximately 115 animations, and when he talks, you actually see his lips form the words. Gex could be one of the best games of the new year.

*By MCA Home Entertainment
Available January '98*



MDK

One of the most popular PC games is coming to the PlayStation! MDK is probably one of



the most innovative, funniest, and original PC ports to enter the PlayStation action arena. The game is played from multiple views, combining accurate shooting, quick thinking, and strategy. The PlayStation version of MDK will have brand-new levels exclusive to the PlayStation while hopefully keeping the awesome gameplay that made it a PC hit.

By Playmates
Available November

Mega Man Neo

Mega Man Neo takes Mega Man to a new level by adding elements of adventure gaming and a full 3D environment. Now Mega Man can explore vast areas and unique towns to talk to other characters, find out important information, and purchase items. Mega Man will be able to equip each of



his arms with different weapons, ride on top of cars, and even climb up the side of huge enemies. Neo might just be the coolest Mega Man adventure yet.

By Capcom
Available First Quarter '98

Mega Man X4

Mega Man X and Zero join forces again for their first 32-bit appearance. All the trademark side-scrolling, shooting action from the 16-bit entries returns, but expect fewer characters (Roll and Rush



are absent) and more hard-hitting platform action. X4 features excellent graphics and pays great attention to detail, while the music's pounding beat goes perfectly with the action. X4's shaping up to be another worthy addition to the Mega Man series.

By Capcom
Available now

Metal Gear Solid

Metal Gear Solid looks like one of Konami's most promising titles. You play as a secret agent named Snake, and you must complete several missions. However, the gameplay's emphasis is more on stealth tactics than run-n-gun blast 'em action. Metal Gear features full 3D environments for the



action sequences and uses computer-generated cinematics to enhance the story. If Metal Gear Solid lives up to its early promise, it'll be one of the top games of 1998.

By Konami
Available First Quarter '98

Midway Presents Arcade's Greatest Hits: The Midway Collection 2

Midway is bringing its classic games to the PlayStation much like Namco's been doing with its Museum series. This second installment includes golden oldies like Spy Hunter, Moon Patrol, and Joust 2 along with the lesser-known Blaster, Root Beer Tapper, and Splat! This second helping of classic arcade titles is the perfect



holiday gift for gamers still reminiscing about the good old days of gaming and the power of the Atari 2600.

By Midway Home Entertainment
Available now

Namco Museum Volume 5

Namco Museum Volume 5 is the latest installment in Namco's series of classic arcade games for the PlayStation. Mixing



some well-known titles with some obscure ones, Volume 5 includes Pac-Mania, Dragon Spirit, Baraduke, The Legend of Valkyrie, and Metro Cross. Each game remains true to the arcade originals, right down to the original graphics and music. If you love retro gaming, this is definitely one museum you'll want to visit.

By Namco
Available now

Nightmare Creatures

The streets of 19th century London are running red, and it ain't the stoplights! Nightmare Creatures is a gory hackfest that will leave you screaming like every night is Halloween. You play as either Ignatius or Nadia while attempting to solve the mystery that's plaguing London—namely,



who's leaving a string of gutted corpses in the streets. It has the puzzle-solving elements of Resident Evil with fighting game combos and moves.

By Eidson
Available now

Ninja

Gore and Eidson team up again with another action title, Ninja. However, don't immediately think



it's a Tomb Raider clone. Instead, Ninja has a stronger resemblance to Fighting Force because there's more emphasis on brawling and action than on exploration. Ninja's very early in development, but the final version should have over 10 indoor and outdoor levels. Also look for the main character to be loaded with numerous special attacks and magic powers.

By Eidson
Available First Quarter '98

PICK A

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



鉄拳
TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



The ratings icon is a trademark of the Interactive Digital Software Association

www.namco.com

namco

One

One certainly has the chance to be the next big action game. The early rev had enough to show that One will definitely compete with bigger titles like *Apocalypse* and *Metal Gear Solid*. Expect nonlinear gameplay, vivid backgrounds, and



fierce enemies. There're also a plethora of bosses—and they aren't patterned patzies—they actually react to your attacks. One is poised to thrill gamers with intelligent game-play and fast, arcade-style fun.

By *ASC*
Available November

Pac-Man Ghost Zone

Pac-Man Ghost Zone will be the first fully 3D Pac-Man game. The story is about a young boy who, while playing an old Pac-Man arcade



machine, suddenly gets sucked inside the game and turned into Pac-Man. As Pac-Man, he must fight off the components inside the machine who've teamed up with the ghosts to destroy him. There are over 50 levels filled with puzzles, traps, and mazes along with new Pac-Man moves like swimming and flying.

By *Norco*
Available November

Mortal Kombat Mythologies: Sub-Zero



If you ever wanted to know the myths of the men behind *Mortal*, then here's your first chance. *Mythologies* takes Sub-Zero out of the MK tournament and drops him into the world of action/platform gaming, giving fans the background behind this popular fighter. *Mythologies* is a prequel to the first *Mortal Kombat* arcade game and tells of Sub's feud with Scorpion and his dealings with the Lin Kuei ninja clan. Sub-Zero's moves are almost identical to those found in the MK games, except for a few added techniques and an added button to face left or right. Kool controls enable you to freeze and kill opponents in numerous ways. For example, you can freeze a foe, then push

him off a cliff or under a granite crusher. *Mythologies'* beautiful graphics are filled with Meek landscapes, lightning flashes, and crumbling catwalks. Be on the lookout, *Mythologies* could be the coolest game this winter.

By *Midway Home Entertainment*
Available now



MORTAL KOMBAT MYTHOLOGIES SUB-ZERO

Pandemonium! 2

The sexy wizard, Nikku, and the wild jester, Fargus, are back to run around the land of Pandemonium with new attack moves and



added special effects in this side-scrolling action/adventure sequel. Even in this early version, Pandemonium 2's graphics show promise with intense visuals. Even if you weren't a big fan of the original Pandemonium, you still might want to keep an eye out for this colorful sequel, which promises to be a lot of fun.

By Midway Home Entertainment
Available now

Rascal

Rascal looks like a fun Mario clone with a lot of energy but very cutesy graphics. Produced by the team that created Mickey Mania and Toy Story, Rascal's about a street-smart hero who takes his scientist father's time machine on a joyride across seven diverse worlds, which include medieval



castles, pirate ships, and even the Lost City of Atlantis. If you're into munchkin mischief, Rascal might be for you—if not, stick with da plumber.

By Psygnosis
Available First Quarter '98

Pitfall 3D: Beyond the Jungle

Fans of the classic adventure game Pitfall can stop holding their breath—Pitfall Harry Jr. is set to make his 32-bit debut. Harry will perform lots of three-dimensional jumping and fighting through 24 levels in a fantasy land that will include volcanoes and floating islands. Tough monsters



and Harry's trademark vine-swinging heroics should mean long hours of rewarding gameplay. Let's hope Harry hurries before we lose patience with Lara Croft.

By Activision
Available Spring '98

Resident Evil: Director's Cut

Resident Evil: Director's Cut is a two-CD set that features four games—the original 1996 U.S. and Japanese releases, the new director's cut (with items in different

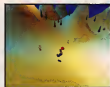


locations, changes in attire for Jill and Chris, more violence, and more monsters), and a playable Resident Evil 2 demo. Fans of the original are going to want this for the director's cut. And if you still haven't sampled RE's gory gameplay and intense exploration, this is a great place to start.

By Capcom
Available now

Psybadek

Psygnosis, known for its breakthrough racing game designs in Wipeout XL and Destruction Derby 2, has a hoverboard racing game



primed for action. Psybadek features two anime-inspired characters, Mia and Xako, who pack a lot of attitude along with their stunt-board skills. The game relies heavily on weapon-based racing, but it also features an involved story line. Psygnosis claims that the only way to truly finish the game is to play as both characters.

By Psygnosis
Available First Quarter '98

Return Fire II

Get ready for another salvo of military mayhem in this sequel to Return Fire. Return Fire II contains all the explosive carnage of the original game, but also features photorealistic 3D settings,



new weapons, and changing weather conditions. And like the original game, RFI will sport a rousing soundtrack. Who can forget the adrenaline-pumping "Flight of the Valkyries" as you sent your choppers to destroy enemy forts in Return Fire?

By MGM Interactive
Available First Quarter '98

Rampage World Tour

A revamped version of the arcade classic, Rampage World Tour features improved graphics and sounds and over 130 cities to demolish—not to mention several hidden areas! Choose from one of three monsters (Lizzy the Godzilla clone, George the King Kong-esque gorilla, and Ralph the giant werewolf), each with different destructive abilities. The gameplay's



simple: Pound buildings into the dust, eat citizens for a recharge, and watch cities crumble.

By Midway Home Entertainment
Available now

Shipwreckers

Ahoi, mates! Psygnosis has an eye on the high seas this season with Shipwreckers, a 3½-overhead view warship game that plays like a sea-based Soviet Strike (if it were set on Treasure Island). You take charge of a mighty galleon and travel around the world, blowing up ports and pirates as you



customize your ship and build your own fleet of truly fearsome firepower. Psygnosis could have a swashbuckling sleeper hit with Shipwreckers.

By Psygnosis
Available now

Skullmonkeys

Klaymen, the hero from the PC title *The Neverhood*, is back for more claymation platform action in *Skullmonkeys*. Klogg is the enemy again, and this time he's allied with the evil Skullmonkeys. *Skullmonkeys* will feature side-scrolling action, over 100 levels,



and plenty of brain-twisting puzzles. Mixed in with the action sequences are several cinematic scenes that will flesh out the story. The *Skullmonkeys* business starts this fall.

By Electronic Arts
Available Third Quarter '97

Spawn: The Eternal

From the not-so-funny papers to the movie theater, *Spawn* is now an impressive-looking video game that rings true to its comic origins (which loosely adapt the comic-book story line, spanning 18 massive levels) while providing gameplay features that are sure to attract non-comic fans. Real-time



lighting effects, ambient shadows, detailed 3D environments, and fluid motion-captured character animation create a believable, digital representation of life in Hell.

By Sony
Available First Quarter '98

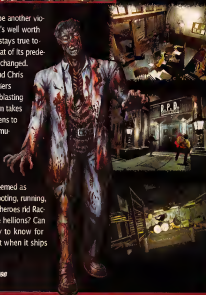
RESIDENT EVIL 2



It looks like *Resident Evil 2* will be another violent, horrifying masterpiece that's well worth the wait. Visually, *Resident Evil 2* stays true to the pre-rendered background format of its predecessor, but storywise, things have changed.

It's two months later, and Jill and Chris take a leave of absence as newcomers Claire and Leon report for zombie-blasting duty. This time the mutant mayhem takes place in Raccoon City, which happens to be overrun with zombies, grossly mutated dogs, and some other cool beasties that are just waiting for a meal. The monster A.I. is nastier and hungrier, too. In the early version of the game, the control seemed as smooth as ever, with effortless shooting, running, and turning. Can our two helpless heroes rid Raccoon City of its horde of horrible hellions? Can they even survive? The only way to know for sure is to pick up this two-CD set when it ships in January of 1998!

By Capcom
Available January '98



SpecOps

SpecOps is a combat sim where you assume the role of a U.S. Army Ranger on search-and-rescue missions into international hot spots like the Saudi desert,



Russian snowfields, North Korean mountains, and the city of Kabul, Afghanistan. Missions include recovering a nuclear warhead and destroying key military installations. You use authentic Ranger weapons, and you can switch between players on a two-man team. SpecOps could indeed be special.

By Zende

Available November

Wild 9s

Wild 9s is the latest game from Shiny Entertainment, the same folks who gave us Earthworm Jim and MDK. At this point there's more story than game. The tale centers on the warrior, Wex, as he leads eight other characters into battle against



the evil forces of Karn, a gigantic monster who's systematically destroying the galaxy. Wild 9s will feature platform-style action in huge 3D environments with gigantic monsters. It could be a wild ride indeed.

By Interplay

Available Fourth Quarter '97

TOMB RAIDER II

STARRING LARA CROFT

Lara Croft is back in Tomb Raider II with her guns ablaze and a host of fresh features. In this sequel to last year's action/adventure smash, Lara seeks the secret of the Dagger of Xian, an ancient Chinese mystical artifact. Religious fanatics and a menacing magician dog her every step. This time, however, Tomb's developers, Core, have given Lara new abilities like crawling and crouching, and armed her with new weapons like a harpoon gun. The early preview version of the game featured vast and eerie worlds, and since Lara will also be able to climb, the environments are said to be even more expansive than before. If this Raider is anything like last year's awesome title, then Tomb Raider II will definitely be a must-buy for PlayStation owners. And if past success means anything, Tomb Raider II will likely be one of the hottest, most anticipated titles of 1997.

By Eidos

Available Fourth Quarter '97





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Zeus has answered your prayers. And now, it's time to take your place among the gods in this hot new PlayStation™ game console adventure. Explore three worlds of 3-D gameplay right out of Disney's Hercules movie—with the original character voices, sound effects and music. Mangle monsters like Hydra and the Cyclops. Terminate the Titans. Save Thebes from a hostile takeover. Hey, this game can make you immortal!

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Real-time 3-D landscapes and special effects are cool when you're protecting Mt. Olympus from a fire-breathing Titan attack.



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Stay multiple heads as you face the vicious Hydra.



Think last of the Cyclops will get you.

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Previews

Driving/Racing Games

Courier Crisis

Featuring tough two-wheel game-play similar to Road Rash, Courier Crisis delivers you into the manic world of bicycle messengers. You pedal through five levels to complete over 250 deliveries throughout various areas of a city. Crowding



your path are gawking pedestrians, volatile street thugs, and other urban challenges. For purists, the game uses real BMX-style tricks and mountain bikes, and incorporates the savvy of real riders.

By GT Interactive
Available now

Killwheel

Killwheel spins you along a one-way path of destruction as you become a rampaging orc who pilots an enormous spike-studded wheel through villages, burgs, and hamlets. The number of points you earn is based on the amount of destruction you do in each level. With 20 tracks, 5 killer wheels, and 7 wicked weapons, Killwheel might



just appeal to the marauder in you with its straightforward gameplay and downright malicious objectives.

Publisher not yet announced
Developed by Apt Interactive
Available November

Crime Killer

Prepare yourself for a futuristic game of cops and robbers with Interplay's latest. There will be plenty of trouble to clean up as you patrol the city at high speeds in three vehicles. You won't just face the usual perps (some are armed with nukes)—you'll also race rival officers who'll try to beat you to the scene of the



crime just to make themselves look good. If they don't stop you, maybe the earthquakes and volcanos will. Crime doesn't pay, it plays.

By Interplay
Available First Quarter '98

Red Asphalt

While Red Asphalt isn't the sequel to Rock 'N' Roll Racing in name, it certainly is in spirit. Players choose from 6 surly racers



with big guns and bad attitudes, then promptly tear around 25 twisting tracks on 4 planets. Winning the race and destroying your opponents earns you cash for weapon and vehicle upgrades. Look for sharp graphics, an impressive illusion of speed, and a driving techno soundtrack to keep the adrenaline pumping.

By Interplay
Available December

Jet Moto 2

Jet Moto 2, the sequel to last year's surprise top-selling hoverbike racer, zooms to the PlayStation, boasting 10 new, fully explorable courses, detailed landscapes, and



enhanced bikes and players. Moto 2's newest feature is its TruePhysics technology, which promises to give players the feeling of handling a power-packed jet bike. If you enjoyed the original Jet Moto, then keep your seat belt firmly fastened and hold on tight for the second lap.

By Sony
Available November

Running Wild

Universal's putting on its running shoes in this foot-racing game that mixes in elements of platform games. Choose from six wacky characters who run along six tracks, overcoming obstacles



like rivers and ice slides while jostling for position. While RW doesn't let you punch or kick, you can bonk on your opponent's head à la Mario. Plenty of power-ups keep you...well, running wild with speed bursts, flying, and more.

By Universal Interactive
Available December



NECK HAIR WAS MEANT TO BRISTLE.



This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add a



little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

FORMULA 1
Championship Edition

www.psygnosis.com

San Francisco Rush

A robust port of the hit arcade game, *SF Rush* plays like a Hollywood car-chase scene, sending you careening off crazy jumps and spinning into outrageous collisions. You can even land on your



opponent's roof! Adding to the mayhem are the game's cool secrets like a jump onto a rooftop race course or a detour down San Francisco's famously curvy Lombard Street. Fans of the coin-op won't want to miss Midway's Play-Station tune-up.

By Midway Home Entertainment
Available now

Test Drive 4: The Challenge

The Test Drive series is heading back to the streets, offering a killer lineup of modern exotic roadsters and '70s muscle cars, including



the Viper GT5-R, the '97 Corvette, the '68 Plymouth 'Cuda 426, the '67 Chevy Cobra, and more. The six road tracks are modeled on real-life locales such as San Francisco, Kyoto, Munich, and Washington D.C. If the gameplay lives up to the potential, TD4 could shape up into one smokin' racing game.

By Acclaim
Available now

TNN MotorSports Hardcore 2

TNN MotorSports Hardcore 2 delivers 16 new tracks and 10 new trucks. Improvements on its predecessor include wider tracks, more ways to customize your ride, daytime and nighttime driving, varied weather conditions, and four camera angles. Best of all, there's now a two-player, split-screen mode for head-to-head



competition. The four-bys are influenced by road conditions, collisions, and general wear and tear as you rip up the off-road courses.

By ASC
Available now

V-Rally

Ocean gears up to enter the increasingly competitive road-rally racing market with this feature-packed game. V-Rally offers



real rally cars like the Subaru Impreza and Mitsubishi Lancer; three play modes; a two-player, selectable split-screen option (horizontal or vertical); 26 international levels; varying weather; wild jumps; and tight corners. Dolby-enhanced audio promises to convey accurate engine revs and ambient sounds during the race.

By Ocean
Available now

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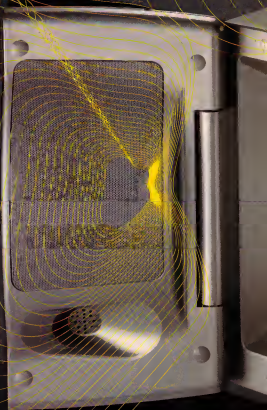
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 *estimated selling price is \$229 before mail-in rebate; actual dealer price may vary.
 offer valid on purchases between Oct. 1, 1997 and Jan. 15, 1998.
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Bushido Blade

Squaresoft enters the fighting ring once again with this very Eastern take on the traditional one-on-one weapons brawl. You play as one of six characters seeking to escape a ninja dojo gone bad. Fighters will choose from 10 swords with which you can pull



a vast array of moves, including chops to the legs or blows to the arm that can render the limb useless. Since one well-placed blow can kill, you'll need restraint and discipline to beat Blade.

By Sony
Available now

Marvel Super Heroes

Fighting-game fans and comic collectors alike will want to check out MSH. The 10-character lineup showcases several stars from Marvel's superhero/super-villain universe, including the Hulk,



Wolverine, Spider-Man, Juggernaut, Iron Man, Psylocke, Captain America, and Magneto. Each combatant possesses powerful special moves and fantastic super moves. Multiple-hit combos, air throws, and crushing finishing moves will cap off this ferocious fighter.

By Capcom
Available now

Clayfighter Extreme

Fans of Interplay's off-the-wall Clayfighter series will be pleased to hear that the long-overdue 32-bit sequel will be debuting shortly—and it seems that the Clayfighter



legend will be well-represented in its first PlayStation appearance. You'll find all the customary slapstick fighting moves and outrageous combos you'd expect from a Clayfighter game plus the ability to rotate 360 degrees in a fully rendered environment. Bad Mr. Frosty? He's back!

By Interplay
Available Fourth Quarter '97

Super Street Fighter Collection

Super Street Fighter Collection packs in Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold, a never-before-seen triple that is the collection's highlight. Basically, Gold is Alpha 2 with enhancements that



include an Akuma mode where you take on an expert computer-controlled Akuma. Collectors and fighting gamers will no doubt want to pick up this two-disc historical archive of some of the genre's most important titles.

By Capcom
Available now

Dragon Ball GT

Riding on Dragon Ball Z's strong presence in Japan and growing popularity in the U.S., Bandai brings the DBZ fighting craze home with Dragon Ball GT. Ten unique fighters duke it out with the usual punch, kick, and special-move trickery



and special aerial attacks. With an original music score and graphics that look ported from the Dragon Ball Z animated series, Dragon Ball GT should offer players and fans ballsy fighting-game action.

By Bandai
Available now

Vampire Savior

Darkstalkers goes a third round under the name Vampire Savior. The cast from Night Warriors: Darkstalkers' Revenge returns with a few omissions—Huitzil, Pyron,



and Donovan, namely—but joining the lineup are four new characters—B.B. Hood, Q-Bee, Litch, and Jedah—with some awesome powers of their own. The game is still 2D, but among the new features is the elimination of fighting rounds, which results in one long, uninterrupted battle.

By Capcom
Available First Quarter '98

Vs.

Gang warfare rumbles onto the PlayStation with Vs., a new fighting game that drops thugs from different backgrounds into 3D arenas of fast-paced, blood-filled fisticuffs. Sixteen characters ranging from a pimp named Slim Daddy to a school-girl named Kathleen represent their



turfs while slugging it out using actual fighting styles, including Jujitsu, kung fu, and karate. Expect lots of juggles and quick combos in this unique fighter.

By T-HQ

Available now

WCW Nitro

The best-looking wrestling game to date, WCW Nitro features at least 16 athletes from the WCW and NWO. Nitro features singles and tag-team wrestling in three



play modes. Each wrestler's repertoire includes over 30 authentic moves, with classic wrestling nuances like cheap shots and NWO wrestlers running into the ring to pummel you if you're about to pin one of their NWO teammates. Expect the craziest action this side of Monday night.

By T-HQ

Available now

STAR WARS MASTERS OF TERAS KASI



Masters of Teras Kasi is the game every Star Wars fan and joystick wrangler has been waiting for. Now you can mix it up with some of the Star Wars galaxy's finest! Fans of both the Light and Dark Side of the Force can fight as Boba Fett, Luke Skywalker, Han Solo, Chewbacca, Leia, a Tusken Raider, a Gamorrean guard, Boush (Leia's bounty-hunter disguise), and a newcomer named Arden Lyn. Each fighter has an appropriate weapon (blasters, Gaderff sticks, or bowcasters to name a few) and showcases special moves. Special power moves can also be performed whenever a fighter's Force meter is full (à la Street Fighter Alpha 2). Although all the fighters were motion-captured, insiders at LucasArts used hand-drawn animation to reflect different reactions to hits. The overall effect is an incredibly realistic and vastly entertaining game.

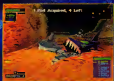
By LucasArts

Available December

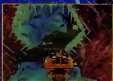
KISS THE ABYSS



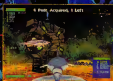
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It's official! That arcade fighting phenomenon, Tekken 3, will be bustin' heads on the PlayStation next year. In Tekken 3, an excavation by Heihachi's Tekken Forces uncovers a mysterious God of Fight, who feeds on the strong souls of martial arts masters. Meanwhile, Jun (from Tekken 2) has a son, Jin, who begins to train with Heihachi after the God of Fight defeats his mother. Heihachi organizes a contest, the King of Iron Fist Tournament 3, in order to lure DOF into battle, so Jin can seek revenge. Namco is keeping a tight lid on the game's home version at this time—basically, the company has confirmed that it will exist and it'd be else—but if past Namco arcade-to-home translations (like Tekken 2 and Soul Blade) are any indication, Tekken 3 could be one of the best fighters to ever hit the PlayStation.

By Ronco
Available 1998

TEKKEN 3



Previews

Flying Games

Previews

Nuclear Strike



Nuclear Strike looks much like its squadron predecessor, Soviet Strike, but there are some...err, striking improvements. Unlike Soviet, Nuclear's terrain is composed of 3D objects, so if you fly around them in a circle, they look almost photorealistic.

EA also claims Nuke's frame rate is 25 percent faster than Soviet's, and, in fact, the preview version felt noticeably quick and smooth as silk. The gameplay even at this early stage is great, and the heads-up display sports a new waypoint indicator that makes navigation a lot easier. Nuke's mission-based gameplay will remain familiar to Strike hell-combat vets. This time, however, you also pilot 13 new aircraft and vehicles, including a helicopter, a tank, a Harrier jumpjet, a Huey gunship, and an A-10 Avenger. The action goes down in five levels spread throughout Asia, from Indochina to the Korean demilitarized zone, with eight to ten missions per level.

By Electronic Arts
Available now

NUCLEAR STRIKE

THE SEQUEL TO SOVIET STRIKE™



Command & Conquer: Red Alert

While the first Command & Conquer game for the PlayStation was an excellent port of the popular PC version, two key elements



were missing: two-player games and mouse compatibility. Red Alert, however, corrects those oversights by employing the link cable for two-player games and the PlayStation mouse. Storywise, instead of the CDI fighting the Brotherhood of NOD forces, Red Alert's warring factions are the Allied Forces and the Soviets.

*By Westwood Studios
Available now*

Intelligent Qube

Intelligent Qube looks like one smart puzzle game that could become a seriously addicting habit for fanatical puzzle players. Gameplay consists of large 3D cubes that roll forward on a 3D cube grid. You use the directional pad to navigate a little guy around the front of the rolling cubes, marking spots that



will cause the cubes to disappear. Cubes, of course, can crush your man, and those that miss the marks and make it to the edge eliminate a row of the grid.

*By Sony
Available now*

Monster Rancher

Monster Rancher's stomping your way with a unique twist on the virtual pet craze. Playing as a breeder that raises monsters for tournament battles, you start things off by inserting any old music CD into your PlayStation. Monster Rancher uses the data on that



CD to randomly spawn a monster, which you then care for, train, and send off into battle against other monsters. If you're tired of Tamagotchi, Monster Rancher might just satisfy your nurturing needs.

*By Tozome
Available November*

Parappa the Rappa

When you first see Parappa the Rappa, curb your impulse to write it off as just some rapper wannabe game. It is that—but it's also a lot more, including a lot of



fun thanks to the silly but funky songs you must learn to rap. As Parappa the rappin' hound, you undergo a series of misadventures while five comical rap masters challenge your rapping skills. You must follow your teacher's rap by pressing the correct buttons—yup, it isn't as easy as it sounds.

*By Sony
Available November*



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Previews

Role-Playing Games

PREVIEWS

Breath of Fire III

Capcom's popular RPG series goes 32-bit, keeping intact the fierce fights, vast landscapes, and numerous hidden areas that made the first two BOFs such tremendous Super NES hits. The story revolves around the Light Dragon Clan's conflict with the evil goddess, Miria. So far, the best new



option is the ability to change camera angles, which enables you to spot otherwise hard-to-find caverns. Breath of Fire III could be a top RPG in 1998.

By Capcom
Available First Quarter '98

Samurai Shodown RPG

The Samurai Shodown series transforms from a 2D fighter to an action RPG in SNK's latest rendition. You choose from six characters, each with their own strengths and weaknesses, and the story line changes depending on which character you select. The coolest aspect of SSRPG is



the battles where you use fighting game-style button presses to strike your enemy with a weapon or magic. Samurai could be one of the sharpest RPGs of the year.

By SNK
Available now in Japan

Discworld II

This sequel to the popular point-and-click adventure Discworld tries to build on the first game's successful mixture of humor and puzzles. DWII's story tells the tale



of Death, who somehow gets blown into Discworld's Australian neighborhood. Once there, he decides to grab a brew and kick back, neglecting his job as the Grim Reaper. It's up to you (playing again as Rincewind) to convince Death of the advantages of mortality.

By Pyjamalis
Available October

Final Fantasy Tactics

Final Fantasy Tactics is a mind-boggling game that teams the creative minds behind the FF series and Ogre Battle. In Tactics, you'll command Final Fantasy characters in preset, turn-based battles by using items and casting spells. The combat takes place on rotatable,



diagonal-view, 3D field maps with varied terrain. Containing over 400 abilities you must master, this deeply involved game should make a worthy complement to Final Fantasy VII.

By Squaresoft
Available First Quarter '98



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COMING SOME!

NINTENDO 64



Previews

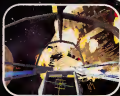
Shooting Games

Previews

Colony Wars



COLONY WARS



Colony Wars is an epic space-shooter that features 60 missions across five solar systems. As a rookie pilot in the League of Free Nations, you take to the stars in this real-time 3D title, where you pilot six starships, each suited for certain types of missions. Mission objectives include rescuing prisoners and escorting cargo ships, along with good old-fashioned fun like blasting enemy ships into space junk. Like *G Police*, your craft has unrestricted movement, enabling you to fly wherever you wish. As you fly through the areas, stars will actually change direction, so it constantly looks like you're in hyperspace. Magnificent explosions and stunning laser blasts will leave you gasping for breath. If you ever thought shooters were dull and uninteresting, this game could rock your world—wherever that may be.

By Payconis
Available now

Critical Depth

With Critical Depth, Singletrac takes the vehicle-shooting theme of Twisted Metal underwater. Choose from 10 submarines, each with different maneuverability and weapons systems. You're pitted against other subs as you try to reach the Threshold, a mysterious object of awesome power. Depth features several weapon



power-ups, and your sub will take damage if it goes too deep. Let's hope this title can take the pressure this fall.

By GT Interactive
Available November

Duke Nukem: Total Meltdown

Duke returns to the street with his hard-hitting style and trash-mouth gameplay. This game, based on Duke Nukem: Atomic



Edition for the PC, will feature all the levels, with items moved around for an added challenge, and a few PlayStation-specific levels like Womb Raider and an as yet unnamed spoof of Wipeout XL. Fans of corridor shooters will have no problem getting into this game. Even non-fans should give it a try. Groovy!

By GT Interactive
Available November

G Police

Take to the skies as a rookie officer of the DSA-Kamov Havoc or G Police—the future of law enforcement. In G Police, you pilot a gunship in the unfriendly skies on a moon of Jupiter. Thirty-five missions featuring murder, corporate espionage, and sabotage await you with action on the ground



and in the air. Unlike most shooters, G Police features unrestricted movement that enables you to fly anywhere you want. Law enforcement may never be the same.

By Psygnosis
Available now

Maximum Force

Shooting straight from the arcade to the console systems, Maximum Force looks like a gun game that can deliver a full body



count of action. Strapped with only a single gun, you shoot up the screen, blasting any terrorists that get in your way. MF delivers all three missions, including 30 hidden rooms, and all of the action from the arcade version. In this early version, the graphics looked pretty smooth, promising maximum action.

By Midway Home Entertainment
Available now

Point Blank

Wacky carnival-style gameplay and colorful but fast shooting action are definitely a big part of Point Blank. Using Namco's proprietary GunCon (from Time Crisis), you and a friend can shoot at clowns, pop balloons, and fire at targets while trying to beat each other in time trials and point matches. Based on an old Japanese arcade game, Point Blank will



also feature an RPG-like story mode that actually enables you to use the gun as the interface

By Namco
Available January '98

Shadow Masters

Shadow Masters is a bio-mech corridor shooter along the lines of Machine Head, but with a much deeper and immersive environment. Inspired by fantasy and sci-fi illustrator Rodney Matthews, Shadow Masters has a distinctive



fantasy theme, from the tropical landscape of Silvan to the lava planet Ocel. You'll race through 16 levels and upgrade your weapons as you progress. Looks like more major thumb-bustin' action from Psygnosis.

By Psygnosis
Available now

Steel Reign

Steel Reign sets you up to commandeer a massive metal monster in this fun and fast tank sim. Reign features four tough tanks



and ten multi-objective missions to test your combat skills. In the two-player head-to-head mode, you take on a friend using a split-screen view. One of the best aspects of Reign is that the gun turret moves independently of the tank, so you can fire in one direction while moving in another. Tanks a lot, Sony.

By Sony
Available now

Violent Seed

Rapid Entertainment has a very cool-looking top-down shooter coming with Violent Seed. Seed lets you fly your spacecraft at several different altitudes; pick up other vehicles from the background to use as bombs; and most importantly, lets you pummel major



world cities like New York and Paris into post-apocalyptic dust—all while trying to protect the Earth from a deadly Martian invasion. Sounds like a job for fast fingers and quick thumbs.

By Rapid Entertainment
Availability date not yet announced

Previews

Sports Games

Previews

Bass Masters Classic: Tournament Edition

Based on one of the most prestigious bass fishing tournaments in the world, Bass Masters Classic: Tournament Edition enables players to test their skills on actual competition lakes, including Minnetonka, Mead, and Logan. Gamers



can also get tips on casting and lure selection from bass-master pro, Roland Martin. Authentic bass fishing equipment, multiple difficulty settings, detailed lakes, and original music will help bring the realism home.

By **TM**
Available First Quarter '98

Cool Boarders 2

Cool Boarders 2 is gettin' ready to bring some more downhill insanity from the mountain into your house. CB2 features some big improvements this time around like 16 tracks, and new game options that include Season, Slalom, Half Pipe, Practice, and two-player Versus modes. Also Incorporated



into this year's effort are 3 difficulty settings, 7 boarders, over 12 boards (you can even create your own), and 40 new maneuvers like the Front Side 540.

By **Sony**
Available November

Bottom of the 9th '97

After a solid showing last year, Konami is hitting the diamond again with Bottom of the 9th '97. While this year's game strongly resembles the first BOT9, it sports



some cool new features, including a behind-the-pitcher view that makes hitting much easier, current 1997 rosters with all the pro players (but there's still no MLB license), more stadiums, and a new training mode where you can brush up on skills like base running and fielding.

By **Konami**
Available now

FIFA: Road to the World Cup '98

For this year's effort, FIFA '98 combines the classic FIFA gameplay soccer fans are used to with the World Cup license. Gamers can compete in league play, selecting



from 193 international clubs from 11 different leagues, or in the World Cup qualifying mode where 172 nations are selectable in a bid for the world championship. Other features include faster gameplay, more responsive controls, harder A.I., and more detailed player graphics.

By **EA Sports**
Available November

CART World Series

CART World Series loads up the tracks with 12 authentic CART courses, including well-known tracks like Nazareth, Rio de Janeiro, and more. One or two drivers can warm up their engines in Season, Single Race, and Practice modes. Players choose from 20 CART teams



and real-life drivers, like Bobby Rahal, then blaze toward the finish line in arcade- or sim-style action. You can also tune your car in areas such as tire pressure, aerodynamics, and fuel load.

By **Sony**
Available now

Formula 1 Championship Edition

As Formula 1 Championship Edition heads to the starting line for its second year, gamers will be happy to know that it will sport



two-player split-screen action. Also in its favor is a new Arcade mode that should appeal to those not interested in the extremely technical and realistic Grand Prix mode. Other additions include a ramped-up A.I., raucous crashes, speedier load times, all the real-life '97 drivers and tracks, and snazzier graphics.

By **Polygons**
Available now

Jimmy Johnson's VR Football '98

Working a crowded field, Jimmy Johnson's VR Football '98 looks to throw itself into the pignik pile. Gridiron tough guys will be able to suit up in Preseason, Season, and Practice modes with a full complement of players and teams. Gamers will also find a selection of the greatest teams (according to JJ) from the '60s, '70s, '80s, and '90s,



as well as a Pro Bowl team. Toss in the ability to create your own plays and you have a football game with potential.

*By VR Sports
Available now*

Nagano Winter Olympics

After raking in the gold medals with the outstanding International Track and Field, Konami's heading into the snow with Nagano



Winter Olympics. Supported by the official license of the '98 winter games, Nagano delivers a solid selection of events, including snowboarding, ski jumping, freestyle skiing, downhill skiing, slalom skiing, speed skating, luge, bobsled, and more. So far, Nagano looks like one of the hottest winter game prospects.

*By Konami
Available First Quarter '98*

NASCAR '98

Following its success with last year's Andreotti Racing, EA has focused in on just stock-car racing with NASCAR '98. Along with slick graphics and solid options, NASCAR runs through the gears in Single Race or Season modes on nine road tracks and eight ovals. Gamers are also free to choose from 24



real NASCAR drivers and cars, including standouts like Jeff Gordon and Terry Labonte, and they all drive with the skills and traits of their real-life counterparts.

*By EA Sports
Available November*

NBA FastBreak

Shakin' the rim with an impressive list of options, FastBreak includes Exhibition, Season, Playoff, and Practice modes. Also included are trades, player creation, injuries, on-the-fly play-calling, icon passing, instant replays, and a full NBA



license that covers real players, teams, and courts. As far as the visuals go, FastBreak features a wide range of shots and moves, including sky-hooks, spins, leanders, alley-oops, tip-slams, and behind-the-back passes.

*By Midway Home Entertainment
Available now*

NBA In the Zone '98

Konami's gearing up to return to the hardwood for its third season of arcade-style backboard bashing. While details are still scarce on NBA In the Zone '98, Konami's looking to enhance the gameplay on the sim side, and the previously strong graphics will be improved with more than 300



new animations. As for moves, In the Zone '98 will dish out no-look passes, pivots, behind-the-back dribbling, signature moves for star players, and more.

*By Konami
Available Fall '97*

NCAA GameBreaker '98

Hit the college gridiron once again with a selection of 111 Division I-A and all-time great college teams. This year's GameBreaker will feature a fully 3D



game engine, so players will be yoked out in polygonal splendor with all-new mo-cap animations. Gamers can also look forward to exhibition or season play with bowl games, team-specific playbooks with real college formations (like the Wishbone), stat tracking, and a create-a-player option.

*By Sony
Available Fall '97*

NCAA March Madness '98

College hoops fans, get excited! Similar to the NBA Live series, but sporting a college attitude, March Madness is set to hit the hardwood with a selection of 107 men's teams as well as 8 women's teams. Gamers can expect to find season and tournament play (including conference tournaments), icon passing, and a recruiting mode. A new Momentum Meter has also



been added where the tide of a game will swing based on the in-game action.

*By EA Sports
Available December*

NHL Breakaway '98

Acclaim is looking to slice the ice with its first hockey title, NHL Breakaway '98. Along with the standard list of teams, modes, and



players, you can trade and create players, fight, choose realistic hockey strategies, and take control over your entire team through a Team Management option. If Acclaim manages to bolster some of the flaws—like sluggish controls and slow gameplay—in the preview version, it may come up with a playoff contender.

*By Acclaim
Available now*

NHL Face Off '98

After taking the Stanley Cup last year with its topnotch gameplay, Face Off '98 heads back to the ice with a dramatic improvement in the series' greatest shortcoming: graphics. The snazzy new 3D polygonal visuals give the players with a much more realistic look. Face Off's fighting will also go 3D, adding in new moves like



pulling and pushing. Gamers will find new strategy features, such as the dump-n-chase offense, along with the usual strong lineup of moves.

By Sony
Available now

PGA Tour '98

It's time to hit the links again with this year's EA Sports offering, PGA Tour '98. As with past PGA titles, it's you against some of the greatest golfers the sport has to offer,



like Peter Jacobsen, Brad Faxon, and Davis Love III, on actual PGA tour courses, including the Pebble Beach Golf Links, the Bay Hill Club, and the TPC at Sawgrass. PGA '98 will also sport eight play modes, including a new Skills Challenge mode and two new Match Play modes.

By EA Sports
Available now

NBA Live '98



NBA Live '98's hitting the hardwood this season with a sturdy set of additions and improvements. The graphics facelift focused on the players, imbuing them with a more muscular, athletic appearance and eliminating that cheesy "shatting" as they run. Some star players like Stockton even sport recognizable faces. On the features side, Live '98 delivers hillier additions like player-defined dunks and lay-ups, iron pressing, a three-point shootout mode, and an A.I. that makes trades between CPU teams during seasons.

The game also offers new dunks and new moves like crossover dribbles, 360-degree spins, leaning drives, and defensive slides and pivots. Finally, Live packs in all the pro players, including Barkley and Shaq (as usual, Mr. Jordan is nowhere to be found).

By EA Sports
Available November



VR Hockey

The fourth title in VR Sports' line-up, VR Hockey's skating onto the PlayStation ice with a new development in hockey gaming: a first-person perspective that lets you view the gameplay from the eyes of a player. At press time, VR Sports was in the early stages of



developing the game and had few other details to provide, but VRH will offer all the pro players, teams, and uniforms; complete stat tracking; and 360-degree user-controllable camera angles.

By VR Sports
Available Winter '98



NHL '98

NHL '98 leans into the face-off drile with superb features, starting off with the most exhaustive strategy in hockey gaming.

This year's game serves up real-life NHL

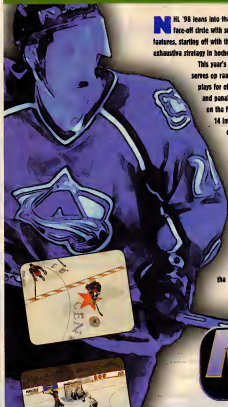
plays for offense and defensive zones, power plays, and penalty killing—best of all, you can change plays on the fly. You'll find all the pro teams, as well as 14 International squads, and a great selection of modes and roster-management features. NHL doesn't offer icon passing, but the D-pad handles fairly well, and speed bursts are finally located on a different button than shooting.

While NHL Face Off '98 seems to have a slight edge on player graphics at this early stage, NHL '98's headed toward scoring the best overall visuals with solid polygonal players and phenomenal arenas that really re-create the feel of attending a game. Finally, because of improved speed, the action flies by at just the right dip.

By EA Sports
Available now

NHL

98





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Just when you thought it was safe... enemy zombies invade your turf!



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"One of those games that keeps us at the office late."

- Dave Goro Playars (June '97)

"Constructor is fun and challenging on so many levels."

- GameSpot (June '97)

"Constructor takes the Sim game idea to the Nth degree."

- EGM (April '97)

"Constructor grabs you with its humor and keeps you glued to your seat with its well balanced and compelling resource management aspect"

- Computer & Net Player (July '97)

"The humor is sharp, the graphics are well-composed, and the gameplay is intelligent without being dull."

- GameSpot (June '97)



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Action/Adventure
Games

Reviews

BLOOD OMEN
LEGACY
OF
KAIN™Blood Omen: Legacy of Kain
by Crystal Dynamics

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	4.0

Players/Adventures:
1 player
Overhead view

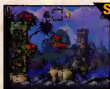
Challenge: Advanced
Bursty violence: Medium
ESRB rating: Mature

In *Blood Omen: Legacy of Kain*, your character sucks—literally. Playing as a vampire, you require nourishing blood to stay alive, so you drain hapless victims—from up to two feet away! However, there's more to Kain than blood-spilling. This game's an engaging epic quest with tantalizing plot twists and turns, and powerful abilities you can develop, including spell-casting and mastering advanced weapons. You hack-n-slash and drink blood via an overhead view that suffers from jerky screen-scrolling and noticeably long loading times. Flaws aside, Kain's bloody good vampire fare...to the last drop.—12/96



The Adventures of Lomax

With its very kiddie animation and basic hop-and-bop style of play, *The Adventures of Lomax* seems geared more for younger gamers. The 2D sprite graphics are excellent, and the 40 levels are challenging, but Lomax gets old fast, with its repetitive gameplay mechanics.



By PlayStation

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	2.0

Action
1 player
48 levels
Side view

Challenge: Intermediate
ESRB rating: Kids to Adults

Aquanaut's Holiday

Those looking for a game with an emphasis on sea exploration will love *Aquanaut's Holiday*. In this adventure you get to pilot a sub, talk to fish, and even build reefs. While this may be appealing to some gamers, those wanting fast action will definitely want to steer clear of this Holiday.



By Sony

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Underwater exploration
1 player
First-person view
Challenge: Easy

Replay value: Medium
ESRB rating: Kids to Adults

Castlevania: Symphony of the Night

The first 32-bit *Castlevania* entry, *Symphony of the Night*, is an all-out winner. Playing as Alucard (from *Castlevania III*), you side with the Belmonts in their long-running battle against Count Dracula. *Symphony* has a gigantic castle to explore that's filled with weapons, hidden areas, and monsters. As every *Castlevania* fan knows, the bosses have always been a key element in any *Castlevania* game, and *Symphony* provides some of the biggest, grossest, and toughest to date. Add stunning 2D graphics, awesome music, and hours of addictive gameplay, and you have one of the best games to hit the PlayStation so far.—9/97



Castlevania: Symphony of the Night
By Konami

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Action/adventure
1 player
Side view

Challenge: Intermediate
Replay value: High
ESRB rating: Teen



Ball Blazer Champions

Combining elements of soccer and racing, Ball Blazer Champions has an interesting premise, but little else. The graphics and sounds are uninspired, and the multiple game perspectives are nauseating. If you're fond of torture, give it a try; otherwise, blaze a trail far away from it.—7/97



By LucasArts

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.5	3.0

Cyberpunk
2 players
Multiple views
Challenge: Adjustable

Batman Forever: The Arcade Game

A faithful translation of the arcade game, Batman Forever suffers on the small home screen. The game features standard punch-and-kick action as you battle waves of pattern-plagued enemies. The stiff animation and lackluster sounds also don't help. This Batman will hardly last forever.—3/97



By Acclaim

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.5	3.0

Action
2 players
8 levels
Side view
Challenge: Adjustable
Playstation: Low
ESRB rating: Kids to Adults

CRASH BANDICOOT

S

Crash Bandicoot delivers solid platform-hopping action with some of the most stunning and colorful graphics on the PlayStation to date. The goal is to rescue Crash's girl from the clutches of evil Dr. Neo Cortex. Crash can run, jump, and perform a spin attack to kill enemies and smash open crates that contain valuable items. While the gameplay engine isn't earth-shattering (or truly 3D) and the bosses have easily recognizable attack patterns, the huge levels, secret areas, and bonus games will keep you playing for days...or at least until you discover Crash Bandicoot 2. —10/96



Crash Bandicoot by Sony

Graphics	Sound	Control	Fun Factor
5.0	4.0	4.5	4.5

Adventure
1 player
30 levels
3D camera view
Challenge: Intermediate
Playstation: High
ESRB rating: Kids to Adults

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Broken Helix

Broken Helix is a lot like Code-name: Tenka in that it places you and your guns in a weird sci-fi lab overrun with wacky creatures. However, there's more adventure than action, as the mystery-solving carries the gameplay. One thing's for sure: The so-so action is definitely in need of repair.—7/97



By Konami

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.0	3.5

Action/Adventure
1 player
16 levels
Multiple views

Bubsy 3D

Bubsy's jumping onto the PlayStation with 3D action. However, compared to Crash Bandicoot, Bubsy's 3D environment doesn't seem as fast moving or as lushly rendered. The graphics are stiff, and each level seems simplistic and barren. Bubsy 3D's a rental for die-hard fans only.—1/97



By Acclaim

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.0

Action/Adventure
2 players
18 levels
Multiple views

S



Crusader: No Remorse

Crusader brings all the depressing action of the PC version to the PlayStation.

While there's plenty of room to improve the graphics and sounds, Crusader delivers addictive and engaging shoot-em-up gameplay via an isometric view. As a renegade soldier called



Rebel Base

CRUSADER NO REMORSE



a Slimco, you join Rebel forces to topple an evil government. Accomplishing that goal involves a variety of missions, including destroying key installations and stealing secret data. Crusader creates an excellent balance of fast action and clever mission objectives. For killer gameplay, Crusader ranks among the PlayStation's best.—3/97

Crusader: No Remorse by Origin

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	5.0

Action/Adventure
1 player
15 levels
Isometric view



CAUTION: Cyber-Monster Conspiracy Uncovered



Teemo R&D, the research arm of a leading game manufacturer, recently stumbled upon an astounding discovery: the presence of cyber monsters in all CDs.

According to a source at Teemo, "We were analyzing CD technology when we came across some interesting coding imbedded in the inactive segment of a CD. Initially we believed this to be an isolated case, but further investigation proved this to be common among all CDs, regardless of their purpose. Even music and PC CDs contain this 'genetic' coding."

Teemo is uncertain of the original intention of these codes, but does confirm that they mirror human genetic coding, and that every CD produced contains a unique set. It is rumored that CD manufacturers have conspired to imbed these hidden codes. An investigation is currently underway.

In order to facilitate further testing of the cyber creatures, Teemo has developed a safe environment that can be reconstructed with the PlayStation® console. The virtual environment allows the user to release these dormant 'cyber-monsters' into a controlled environment for testing. Insiders at Teemo jokingly refer to the environment as the 'Monster Ranch,' and to themselves as 'Monster Ranchers.' The virtual environment has recently passed federal safety guidelines, and will be available over-the-counter this fall.

"We don't want to alarm the public, but we do recommend caution when using any CD," a Teemo spokesperson warned.



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Casper

Younger gamers will probably enjoy Casper, while older, seasoned players will be scared away. Casper's too easy, too cutesy, and the action's very basic and slow. The graphics and sound effects are average, and the gameplay consists of collecting objects and puzzle-solving.



By Interplay

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	2.0

Action: 1 player
Overhead view
Challenge: Easy
Replay value: High
ESRB rating: Kids to Adults

Contra: Legacy of War

Despite a new 3D game engine, Legacy of War is short-lived fun with overly difficult levels, unappealing bosses, cheap hits, and imprecise controls. While some of the game has a couple of innovative elements, it's not even close to its previous side-scrolling 8- and 16-bit titles.—1/97



By Konami

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.0

Action: 2 players
7 levels
3rd-person view
Challenge: Advanced
Replay value: Medium
ESRB rating: Teen

Die Hard Trilogy



In Die Hard Trilogy, you get an action game (à la Resident Evil), an arcade shooter (à la Virtua Cop), and a driving game (à la Twisted Metal).

The first game, Die Hard, takes place in the Nakatomi Building, where you must blast

Die Hard TRILOGY

through terrorists to save hostages. The second game, Die Harder, takes place at Dulles Airport, where you gun down terrorists and protect more hostages.

The third game, Die Hard with a Vengeance, takes you on a wild ride through New York City. Fans of the movies will love the premise; everyone else may find this game compilation a rebash of past titles.—6/96



Die Hard Trilogy by Fox Interactive

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	4.0

Action/Adventure: 1 player
3 games
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Mature

DIE HARD TRILOGY

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The Crow: City of Angels

The Crow: City of Angels is a lackluster movie-based game that uses the Perfect Weapon engine to no effect. Despite realistic 3D backgrounds and smooth character animations, poor gameplay and lousy sounds keep the fun grounded. Let this Crow fly away—far away.—4/97



By Accolles



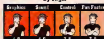
Action 1 player
Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Mature

Disney's Hercules

The Hercules feature film may have been a blockbuster, but the video game version of this fable falls short of Olympus. Hercules puts you through level after level of repetitive platform-style action. Once you've found all the secret paths and items, this game's ancient history.—9/97



By Virgin



Action 1 player
10 levels
Safe and near-violence
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

The Divide: Enemies Within

The Divide may interest some gamers with its complex gameplay and PC look, but most console gamers will be unimpressed by the blocky graphics and boring gameplay as you pilot a mech around dark, dull levels and shoot lackluster enemies. The Divide comes up short in all areas.—1/97



By Vicom



Action/Adventure 1 player
No overhead view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Dragonheart: Fire & Steel

Dragonheart is an awful side-scrolling action title featuring sluggish controls, jerky graphics, and laughable motion-captured characters. Despite a promising story and an epic quest, Fire & Steel will ultimately send your controller flying across the room after five minutes.



By Accolles



Action/Adventure 1 player
Side view
Challenge: Intermediate
Replay value: None
ESRB rating: Teen

Fantastic Four

Even die-hard comic-book fans will find this game far from fantastic. Up to four players can choose from the FF members plus the She Hulk in this side-scrolling, punch-em-out. But the game quickly becomes repetitive with waves of enemies that attack in predictable patterns.—10/97



By Accolles



Action 4 players
5 stages
Side view
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

Floating Runner

Floating Runner is geared more toward younger gamers with its easy gameplay, cartoony graphics, and simple play mechanics. In Runner, you hop-and-bop through several floating worlds and (occasionally) shoot enemies. The bottom line: a lightweight and uncomplicated game.—11/96



By T-MO



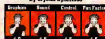
Action 1 player
7 worlds
Behind-the-runner view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Gex

At a time when side-scrollers are scarce for 32-bit systems, Gex really "sticks" out. As a wise-cracking, tongue-lashing gecko (appropriately voiced by comedian Dana Gould), you explore several humorous worlds populated with hidden areas, power-ups, and bosses. It's a Gexcellent game.—2/96



By Crystal Dynamics



Action/Adventure 1 player
5 levels
Side view
Challenge: Intermediate
ESRB rating: Kids to Adults

Grid Runner

Grid Runner provides hours of explosive excitement—especially in its two-player mode. Runner is essentially a game of capture the flag with elements of tag. Oh, you're also armed with mines, lasers, and teleporters. Every game is a unique battle of strategy at a feverish pace.—11/96



By Virgin



Capture the Flag 2 players
10 stages
No overhead view
Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

Herc's Adventures

Herc's Adventures is a cool shock-em-up action game with giant landscapes and humorous elements that should keep you playing for hours. As one of three mythological characters, you battle creatures like Medusa and the Minotaur to rescue Persephone from the vile Hades. —11/97



By LucasArts

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Action/adventure
2 players
Overhead view
Challenge: Intermediate

The Incredible Hulk: The Pantheon Saga

The Hulk sulks on the PlayStation in this mediocre effort. The graphics and sound effects are ragged, and the action quickly gets repetitive as you clunk through average-looking 3D environments to help the Hulk escape the Pantheon and collect different pieces of a time machine. —5/97



By Eidos

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.0	2.5

Action
1 player
3 stages
Third-person view
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

Iron Man/X-O Manowar In Heavy Metal

Iron Man/X-O Manowar's a decent side-scrolling action title. The highlights are waves of bad guys to pulverize, challenging platform hopping, and cool rendered visuals. Unfortunately, the sound doesn't measure up, nor do the corny bosses at the end of each stage. A solid rental. —1/97



By Acclaim

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	3.5

Action/adventure
1 player
Side view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Johnny Bazookatone

In Johnny Bazookatone, you rock and roll with only a bullet-swinging guitar as a weapon. The graphics are Donkey Kong Country-meets-Earthworm Jim, and the outstanding sounds feature funky house jams. Sluggish controls are the biggest miscue—otherwise, Johnny B's a locker. —3/96



By Eidos

Graphics	Sound	Control	Fun Factor
4.0	5.0	3.0	3.5

Action/adventure
1 player
Side view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

League of Pain

Leaigue of Pain is a barely-above-average cybersports title that combines elements of basket-brawl and hockey in a game full of goals, punches, and horrendous camera angles. It's fun at times in the two-player mode, but its deficiencies doom it to strictly weekend rental status. —5/97



By Pygmalion

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Cybersports
2 players
Multiple views
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Loaded

Loaded is the ultimate mindless—but fun—action/shooter. You help one of six sordid psychos shoot their way out of an intergalactic prison. What Loaded lacks in deep play mechanics, it more than makes up for with some of the goriest gunplay ever seen. Loaded's the Wild Bunch of video games. —1/96



By Interplay

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.5

Action/shooter
2 players
16 levels
Overhead view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Machine Hunter

Machine Hunter's quite a bit like Loaded with its detailed graphics and in-depth, maze-like environments. However, unique aspects like being able to shoot 360 degrees (like Robotron) and morph into other robots with different powers add variety and replay value. —10/97



By MCM Interactive

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Action/shooter
2 players
Overhead view
Challenge: Adjustable
Replay value: High
ESRB rating: Mature

Namco Museum Volume 1

The first of Namco's five arcade compilations features arcade-perfect versions of Pac-Man, Galaga, Pole Position, Bosconian, Rally-X, New Rally-X, and Toy Pop. Classic fans will want this disc for Pac-Man and Galaga alone, but if you're not serious about oldies, it's strictly rental material. —9/96



By Namco

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.5

Arcade classics
2 players
7 games
Multiple views
Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

Namco Museum Volume 2

The second compilation of classic arcade titles includes Xevious, Mappy, Super Pac-Man, Dragon Buster, Grobda, and Galpus. Grobda and Dragon Buster are the best of the bunch, but, surprisingly, Super Pac-Man's the worst with weak controls. Still, arcade fans should be pleased. —12/96



By Namco



Challenge: Intermediate
Playful value: High
ESRB rating: Kids to Adults

Namco Museum Volume 3

Volume 3 is one of the best Namco compilations. Dig Dug, Pole Position II, Ms. Pac-Man, Galaxian, Phozon, and The Tower of Ruaga are perfectly translated from the arcade. The only problem with Volume 3 is the lack of a steering wheel and original arcade controllers. —3/97



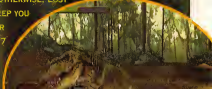
By Namco



Challenge: Adjustable
Playful value: High
ESRB rating: Kids to Adults

The Lost World: Jurassic Park

LOST WORLD LETS YOU PLAY AS FIVE DIFFERENT CHARACTERS: A COMPSOGNATHUS, A HUNTER, A RAPTOR, A T. REX, AND SARAH HARDING (THE PALEONTOLOGIST). UNFORTUNATELY, THE GAME DOESN'T LET YOU PICK YOUR CHARACTER—YOU HAVE TO PROGRESS SLOWLY THROUGH THE FOOD CHAIN. PLAYING AS THE COMPY IS THE MOST FRUSTRATING, BECAUSE HE DAMAGES TOO EASILY. HOWEVER, IT'S WORTH THE FRUSTRATION BECAUSE PLAYING AS THE T. REX IS A REAL TREAT. THE GRAPHICS AND SOUND ARE EXCELLENT, BUT THE CONTROLS CAN BECOME FRUSTRATING, ESPECIALLY WHEN YOU'RE MOVING INTO THE BACKGROUND. OTHERWISE, LOST WORLD WILL KEEP YOU EXPLORING FOR HOURS. —9/97



The Lost World: Jurassic Park By DreamWorks Interactive



Challenge: Advanced
Playful value: High
ESRB rating: Teen

THE LOST WORLD

JURASSIC PARK™

Namco Museum Volume 4

This Museum's definitely dusty. Besides Pac Land and the tank game, Assault, Museum 4 also features moldy oldies like The Return of Ishtar (a mix of Gauntlet and Zelda), The Genji and Heike Clans (a Shinobi clone), and the shooter Ordine. This series should have ended a volume ago.—8/97



By Namco

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.0	3.0

Arcade classics
1 player
Multiple views
Challenge: Intermediate

OverBlood

OverBlood is a well-made sci-fi mystery that's long on problem solving and short on thrills. The antiseptic action of OverBlood needs more monster-driven mayhem before it can be considered first-rate fun. It's a cerebral thriller that's sure to make you think, but do little else.—6/97



By Electronic Arts

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.5	3.5

Action/adventure
1 player
To-overhead view
Challenge: Advanced
Replay value: High
ESRB rating: Teen

MEGA MAN 8

ANNIVERSARY COLLECTOR'S EDITION



Mega Man 8 is a cute, colorful romp that brings back memories of when games were just for the kid in all of us. There are no zombies to decapitate or worlds to exterminate, just familiar air, ice, and jungle levels and clean, simple 2D graphics with some eye-catching anime-style cartoons thrown in between each level. The gameplay and controls are identical to past Mega Man ports (simple, but very responsive), while the sounds stay true to the original 16-bit games with joyous theme songs and clear special-effect noises. Gamers enamored with Mega Man will thoroughly enjoy Mega Man 8.—4/97



Mega Man 8: Anniversary Collector's Edition by Capcom

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Action/adventure
12 levels
Side view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults



Pandemonium!

Although the formulaic run-and-jump gameplay of *Pandemonium* doesn't offer any innovations, the breathtaking graphics and 3D-ish perspectives will grab your attention. The gameplay world is weird and wacky, but the tried-and-true hop-and-bop action will keep you hooked.—1/97



By Crystal Dynamics

Graphics	Sound	Control	Fun Factor

Action/Adventure
1 player
16 levels
Multiple views

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Perfect Weapon

Horrendously slow gameplay and frustrating, pointless game mechanics make *Perfect Weapon* less than perfect. The beautifully rendered enemies are incredibly tough to defeat, and they come at you in gangs. The ridiculous camera angles also add to the game's misery.—12/96



By ASC

Graphics	Sound	Control	Fun Factor

Action/Adventure
1 player
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Oddworld: Abe's Oddysee

Don't let the words "2D platform game" turn you off, or you'll miss out on one of the most intriguing titles on the PlayStation. *Abe's Oddysee* will captivate you with unique gameplay and knock-out graphics that should rocket it straight into the PlayStation hall of fame. The strategy-filled gameplay is a tough blend of side-scrolling action and puzzle-solving. The eye-popping graphics are literally out of this world, with gorgeously rendered alien scenery and bizarre characters. Not every gamer will have the stamina or patience to beat the game, but no one will regret spending serious time with Abe.—10/97

ODDWORLD

ABE'S ODDYSSEE



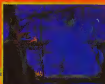
Oddworld: Abe's Oddysee

By GT Interactive

Graphics	Sound	Control	Fun Factor

Action/Adventure
2 players
Side view

Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen



Pitball

Combining elements of arena football with aliens, Pitball pits you in a battle with two-on-two teams as you try to shoot a glowing sphere into a goal. Pitball's tough to grasp at first, but the fast action grows on you. Winged demons and flying mutated brains highlight this fun game. —2/97



By Acclaim

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	3.5

Categories: 4 players
Multiple views
Challenge: Adjustable

Project Overkill

Project Overkill is a flawed but engaging Loaded-style shoot-em-up. While Overkill doesn't best Loaded, its raucous gameplay delivers a fresh dose of mayhem even though mastering the controls is tough. Overkill should keep action fiends highly entertained and all others amused. —11/96



By Konami

Graphics	Sound	Control	Fun Factor
3.0	4.0	3.0	4.0

Categories: 1 player
50+ levels
To-overkill view

Challenge: Adjustable
Replay value: High
ESRB rating: Mature

RESIDENT EVIL



Not for the faint of heart, Resident Evil possesses the PlayStation with a spectacular round of murderous mayhem. This terrifying tale of zombies, mutant creatures, and evil animals is a bona fide classic that will leave you shaking in your shoes. Intricate puzzle-solving and item collecting keep you enthralled, while the flowing blood and flesh-eating enemies will make your skin crawl. Unique gameplay perspectives give this CD a creepy, B-movie look, and the challenging puzzles require quick thinking and fast thumbs. RE is one of a kind, at least until Resident Evil 2 appears next year. —1/96



Resident Evil by Capcom

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.0	5.0

Categories: 1 player
Multiple views

Challenge: Intense
Replay value: Medium
ESRB rating: Mature

Rayman

Rayman is a cartoonish-looking but entertaining game. Showcasing colorful hop-and-bop action with bright, flowery backgrounds, Rayman transports you to a weird but imaginative jungle landscape. It's great for younger players, but experienced gamers will find it much too easy.—10/95



By Udi Selt



Action/Adventure
1 player
6 worlds
Side view

Challenge: Intermediate
Display value: Low
ESRB rating: Kids to Adults

Re-Loaded

The puzzles are a good addition to this shoot-em-up sequel, but the gameplay sinks along at a deliberately slow pace. New sinister characters add another level to the game, but fans might prefer the original. Gamers with itchy trigger fingers rejoice, but those fingers ought to be darn itchy.—1/97



By Interplay



Action/Adventure
2 players
12 levels
3D overhead view

Challenge: Intermediate
Display value: Medium
ESRB rating: Mature

Return Fire



Return Fire by Time Warner Interactive
Graphics: 5.0
Sound: 5.0
Control: 5.0
Fun Factor: 5.0

Combat: Fun
2 players
100+ levels
3D overhead view

Challenge: Intermediate
Display value: High
ESRB rating: Kids to Adults

Return Fire is a brilliantly conceived thrill-a-minute war sim offering dynamic sound, over 100 levels, and intense two-player machine-gun fun. Its great combination

of mechanical mayhem and strategy make it a must-have for PlayStation owners. You basically play capture the flag, controlling an array of military vehicles, including tanks, jeeps, and helicopters. Rousing music, like "Flight of the Valkyries," also enhances the fun as you try to destroy an opponent's arsenal and take over his territory. Return Fire delivers a barrage of battles that will completely captivate strategy gamers for a long time.—4/96



RETURN FIRE



Robotron X

Robotron purists may prefer to play the original game in Williams' Arcade's Greatest Hits, but other Xers will enjoy the fast and frantic fun of Robotron X. It's a pure thumb-mashing blast with 360-degree robot-razing mayhem. A variety of new gameplay views adds flair to the fun.—2/97



By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
2.5	4.0	4.0	4.5

Action/adventure
2 players
180+ levels
Challenge: Advanced

Skeleton Warriors

Prepare for sword-swinging action as Prince Lightstar in this game based on the animated television series. Despite good graphics, Skeleton Warriors' mediocre hack-and-slash gameplay is at best standard side-scrolling fare. Lightstar's quest is enjoyable, but rentable, too.—7/96



By Playmates

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Action/adventure
1 player
Side view
Challenge: Adjustable

Space Griffon VF-9

Amoon base has fallen silent, and your squad of mech-suited soldiers is sent to find out why. Solid graphics and sounds fashion convincing sci-fi environments, but Space Griffon's cerebral mech combat and strategic exploration just aren't for everyone. Rent? Yes. Buy? Maybe.—4/96



By Athas

Graphics	Sound	Control	Fun Factor
2.5	4.0	4.0	4.0

Action/adventure
1 player
Multiple views
Challenge: Intermediate

Space Jam

Space Jam features a mediocre basketball game with faithfully rendered Looney Tunes characters, but the graphics and gameplay don't take advantage of the 32-bit engine. Simple and repetitive, Space Jam is an entertaining diversion for only the youngest gamers.—3/97



By Acclaim

Graphics	Sound	Control	Fun Factor
2.5	3.0	3.5	1.5

Fun/strategy
2 players
Multiple views
Challenge: Adjustable

Spider: The Video Game

Creepy, crawly, and very innovative, Spider is an addictive action game that will keep you enthralled for hours. You'll need lots of patience with your bionic arachnid, though, especially when precise leaping is required, but in the end you'll find it's worth it. Spider spins a web of fun.—3/97



By BNG Interactive

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.5

Action/adventure
1 player
Multiple views
Challenge: Adjustable

Spot Goes to Hollywood

Spot tries hard to outdo other platform pretenders with good graphics and sounds, but it fails due to massively difficult controls. You romp through Hollywood across fun and imaginative movie sets, but the 3/4-overhead view and tricky controls are spots that can't be washed away.—11/96



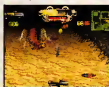
By Virgin

Graphics	Sound	Control	Fun Factor
4.5	5.0	2.0	4.0

Action/adventure
1 player
17 levels
3/4-overhead view
Challenge: Advanced
Replay value: None
ESRB rating: Kids to Adults

Steel Harbinger

Steel Harbinger has some notable qualities which almost make it a decent action/adventure offering. The huge size of the levels, which can be explored literally for hours, is a great plus, but stupid cut-scene videos and slowdown harm the game's staying power. With Steel ultimately comes rust.—12/96



By Mindspace

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Action
1 player
3/4-overhead view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Mature

Time Commando

Time Commando is a decent adventure game that sometimes takes too long to get to the action—a big problem for an adventure game. You must travel through eight historical areas to stop a time-travelling computer virus. Players who don't mind the pace may enjoy Commando.—12/96



By Activision

Graphics	Sound	Control	Fun Factor
2.5	4.0	4.0	3.0

Action/adventure
1 player
9 levels
3D view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen

Williams Arcade's Greatest Hits

Retro gamers won't find a better collection of great games of the past than on this compilation disc. Joust, Robotron, Defender, Defender 2, Bubbles, and Sinistar all make their 32-bit debuts on the PlayStation. This collection is proof positive they don't make them like they used to.—6/96



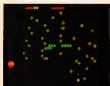
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.5

Arcade classic
2 players
6 games
Challenge: Intermediate

Williams Arcade's Greatest Hits: The Atari Collection 1

Get ready for another nostalgic lineup that includes even older arcade games like Missile Command, Battlezone, Asteroids, and even Tempest. This game compilation really requires the use of the original controllers, namely trackballs and knobs. Not exactly a must-have title.—3/97



By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	3.0

Arcade classic
1 player
6 games
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

TOMB RAIDER

One of the most influential games in the history of video games,

Tomb Raider set the precedent for 3D action/adventure titles. Featuring outstanding controls and sweet animation, Tomb Raider's Indiana Jones-ish exploration and puzzle-solving make for smooth and flawless gameplay.

The main character, Lara Croft, swims, climbs, runs, and shoots with a sexy style that she's owned to this day. Tomb Raider follows the strategy-oriented footsteps of Resident Evil, but blasts more enemies and moves much faster. Action fans looking for an epic adventure will definitely find it in Tomb Raider.—2/97



Tomb Raider by Eidos Interactive

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.5

Action/adventure
1 player
8 levels
3D view
Challenge: Advanced
Replay value: Medium
ESRB rating: Teen

Treasures of the Deep

Dive into adventure with *Treasures of the Deep, Black Ops'* engrossing single-player action game that skillfully combines first-person shooting with maze-like exploration in fantastic underwater settings. But beware—there are endless waves of enemy subs, evil divers, and vicious sea predators out there who thirst for your blood! Sharp graphics and animation effectively create a free-roaming 3D ocean environment that's almost more fun to explore than carrying out your various mission objectives. Once you immerse yourself in *Treasures of the Deep*, you may never want to resurface!—*10/97*

TREASURES OF THE DEEP

Treasures of the Deep by Humon

Graphics	Sound	Control	Fun Factor
			
5.5	4.5	4.5	5.6
Adventure	Adventure	Adventure	Adventure
1 player	1 player	1 player	1 player
Multiple views	Multiple views	Multiple views	Multiple views

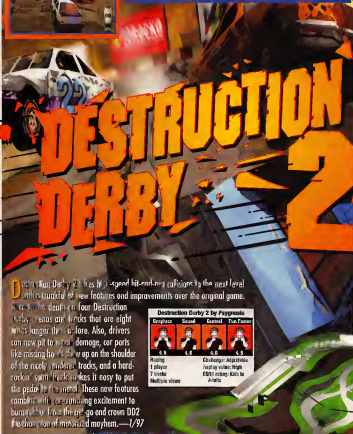
Reviews

Driving/Racing
Games

Reviews



Destruction Derby 2

 Speed 026 mph
 Rival's Points 270


Destruction Derby 2 takes high-speed hit-and-runs collisions to the next level with a host of new features and improvements over the original game.

In addition to the four Destruction Derby arenas and tracks that are eight times larger than before, also, drivers can now pit to repair damage, car parts like missing fenders pop up on the shoulder of the track, and tracks, and a hard-rockin' soundtrack makes it easy to put the pedal to the metal. These new features combine with the surrounding excitement to bump you from the go and crowd DD2 to the top of most mad mayhem. —1/97

Destruction Derby 2 by Polygram

Graphics	Sound	Control	Fun Factor
			
4.8	4.8	6.0	6.5
Racing 1 player	Chaos: Adjusts hardly visible things	ESRB rating: Kids to Adults	
7 tracks			
Multiple views			

Bravo Air Race

Bravo Air Race mixes car-racing gameplay with airplanes and stunt flying. The graphics and controls are adequate, yet recurring breaks in the background hamper the realism and effectiveness of the flying. Still, it's fast-moving racing fun worth at least a full-fare rental.—10/97



By THQ



Flight racing
2 players
4 stages
Forward scrolling view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Burning Road

Burning Road starts out strong, revving its engine with fast-paced races and souped-up speedsters. But a lack of solid features, six too-easy tracks, no split-screen two-player mode, a look that rips off Ridge Racer, and the worst theme song in game history will drive you to disappointment.—2/97



By Playmates



Racing
1 player
6 tracks
Multiple views

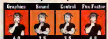
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

Cyber Speed

Imagine racing a hovercar that dangles from a power line like a gondola at a ski resort, and you've got Cyber Speed. Ordinary sounds and a goofy announcer counterbalance decent controls and bright graphics. Despite some fresh twists and thrilling combat, this one eats Wipeout's dust.—2/96



By Mindscape



Hovercraft racing
1 player
18 tracks
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Dare Devil Derby 3D

Dare Devil Derby 3D is fun and addictive, but plagued by hard-to-grasp controls. Race in various settings against a cartoony car controlled by the computer or a friend, all on one screen. The stages have colorful settings, but loose controls translate to lots of practice heats.—2/97



By Mindscape



Racing
8 players
36 tracks
Multiple views

Challenge: Invariable
Replay value: Medium
ESRB rating: Kids to Adults

Destruction Derby

Simple and rowdy, DD is fun for anyone looking to play bumper cars with high-revving racing machines. Crashes come complete with smoke, debris, and nice sounds. Limited options keep DD out of the winner's circle, but this rowdy stock-car racer still generates a stadiumful of fun.—11/95



By Playmates



Racing
2 players
6 tracks
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Felony 11-79

Felony 11-79 combines driving action with the creative exploration of 3D adventure games. There's only a handful of tracks to choose from, and no two-player head-to-head mode, but with 22 secret cars and tense, mercenary action, Felony 11-79 still rates as a must-play wild ride.—10/97



By ASCII



Driving
1 player
3 levels
Multiple views

Challenge: Advanced
Replay value: Medium
ESRB rating: Kids to Adults

Grand Tour Racing '98

By offering rally, indy, off-road, and street racing in one tidy package, Grand Tour Racing '98 makes a good sampler for the casual racing fan. The tracks themselves are admirably long and varied; only the uneven graphics, mixed bag of sounds, and tricky controls cool its engines.—10/97



By Activision



Racing
4 players
36 tracks
Multiple views

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Hardcore 4X4

Hardcore's trucks bounce wildly across impressive 3D terrain, but breakup and redraw problems interfere. The sound effects work well, but the announcer and cheesy music don't. Basic action and squirrelly handling prevent 4X4 from building addictive gameplay. It's a rental.—2/97



By ASC



Off-road racing
1 player
7 tracks
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Hi-Octane

Hi-Octane's hovercraft races involve 10 or more laps around short tracks plus the usual missiles and guns. This nice setup, however, is crippled by gummy controls, slow, repetitive gameplay, flat graphics, and unimaginative sounds. Stick with Wipeout; Hi-Octane runs out of gas.—3/96



By Bullfrog

Graphics	Sound	Control	Fun Factor

Hovercraft racing
2 players
9 tracks
Multiple views

Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults

Impact Racing

This is no driving sim—it's a release of pure adrenaline on the asphalt. Choose one of five super-powered cars, then gleefully destroy the other vehicles on the road. Sharp graphics, fun weapons, and a hip soundtrack make this a cavalcade of carnage that's easy to pick up and fun to play.—12/96



By Accolade

Graphics	Sound	Control	Fun Factor

Driving action
1 player
12 stages
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

The Need For Speed

THE NEED FOR SPEED

It's hard to tap the feeling of redlining in a Ferrari or a Lamborghini, and *The Need For Speed's* as close as most gamers will get! Peel out in eight exotic cars in a time trial, against another driver (computer-controlled or live via a link cable), or a pack of seven AI opponents. Solid controls beckon you up as you tear around City, Coastal, and Alpine tracks as well as three circuit courses. Everything's realistically rendered except for the blocky cars, and each engine purrs with its own unique hum, but the cheesy metalhead rock soundtrack's gotta pass up this gripping action.—5/96

The Need For Speed by Electronic Arts

Graphics	Sound	Control	Fun Factor

4 cars
3 players
5 tracks
Multiple views

Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults



Jet Moto

This hoverbike racing game wipes out all over the pavement with finicky, mushy controls and painful gameplay. Unmanageable handling, lame sounds, and hyperskilled A.I. overshadow the jazzy visuals by far. It could've been so cool, but instead it's just frustrating and unfair. —1/97



By Sony

Graphics	Sound	Control	Fun Factor
2.5	1.0	1.0	2.5

Hoverbike racing
2 players
10 tracks
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Motor Toon Grand Prix

Looking for a fresh take on racing? As in cartoons, this game's eight flexible vehicles stretch as they career around corners. Wacky sounds, wacky power-ups, wacky tracks, wacky cars...and some intense action, too! Don't sell MTGP short: it's slick, fast, goofy fun for race fans. —11/96



By Sony

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.0	4.5

Racing
2 players
5 tracks
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Rage Racer



Those expecting another Ridge Racer may be initially disappointed with Rage Racer. Although the game starts out in low gear, Rage picks up momentum to become an excellent arcade racing game with sim elements. Drivers start with only one car, then earn more as they progress, upgrading and replacing cars as they can afford. While most of the tracks lack the bright hues of the Ridge Racer series, they're nicely detailed. Responsive controls (depending on which car you're driving) complement the game's excellent music and tire squeal effects. Namco ranks high again with another winning racing title. —4/97

Rage Racer by Namco

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5

Package:
1 player
4 tracks
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Need for Speed II

Suffering from flat graphics, lackluster sounds, forgettable tunes, a lousy two-player mode, and almost no illusion of speed, Need II won't rev the engines of most race fans. The responsive controls will reward sim-oriented drivers, but arcade racers will bail out after the first lap.—6/97



By Electronic Arts



Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

Racing
2 players
7 tracks
Multiple views

Peak Performance

While PP offers 20 cars and split-screen action, the limited tracks and lack of crashes put the brakes on this middle-of-the-road racer. It's cool to see the driver wrestle with the steering wheel, but the terrible sound and weak gameplay keep it from qualifying higher than "rental."—4/97



By Atari



Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Racing
2 players
6 tracks
Multiple views

Ridge Racer Revolution



CAR SELECT

GALAGA RT CARROT



Ridge Racer Revolution by Namco



Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Racing
2 players
6 tracks
Multiple views



Ridge Racer Revolution tops all the sights and sounds of the first PlayStation game with what looks like considerable ease. Racing is faster and more frantic than in the original, with fluid motion and no draw-in problems. Squealing tires, an enthusiastic announcer, and the rev of the engine kick the audio into high gear, plus you can select your favorite music track. Control varies depending on the car, but that's to be expected. The rear-view mirror, hidden goodies, plenty of cars, and a two-player, head-to-head link mode ensure that Ridge Racer Revolution is no mere clone of the game that preceded it.—9/96

Porsche Challenge

Powered by the brand-new Porsche Boxster, Porsche Challenge falls short of greatness due to graphic pop-up, too few tracks, and sim-style steering that will turn off arcade junkies. Still, with smooth animation, cool tracks, and 3D flair, it's worth taking for a spin as a rental.—10/97



By Sony

Graphics	Sound	Control	Fun Factor

Racing
2 players
4 tracks
Multiple views

Challenges: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Ridge Racer

Ridge Racer is everything its Arcade teammate was—and more. Featuring 12 vehicles (some hidden), beautifully rendered tracks, responsive controls, a thumping house soundtrack, and gameplay that's as fast as real racing, Ridge Racer keeps all the arcade thrills intact.—9/95



By Namco

Graphics	Sound	Control	Fun Factor

Racing
1 player
3 tracks
Multiple views

Challenges: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Twisted Metal 2



Twisted Metal 2 by Sony

Graphics	Sound	Control	Fun Factor

Driving shooter
2 players
6 levels
Multiple views

Challenges: Adjustable
Replay value: Medium
ESRB rating: Teen

Twisted Metal 2 looks and plays better than its predecessor, with intense bump-and-jump vehicle combat that makes it a top action title. It's the same game of last-car-standing as the first TM, though it adds new vehicles and an international flavor. Weak graphics mar the game, with pixelization galore and severe breakup near walls. Overall, the cars have tight and responsive controls, and the head-banging rock tunes work well with the explosions and pedestrians' screams. Add in the two-player split-screen mode, and you can forget the test drive—Twisted Metal 2 is one game to drive home right off the lot.—1/97

Road Rash

Featuring juiced-up speed and graphics, this port of the 3D0 Road Rash blends intense motorcycle racing with fierce fighting. Some unrealistic sound effects and choppy animation offset the excellent music and detailed landscapes, but the gameplay outshines other Rash titles.—4/96



By Electronic Arts



Racing format: 1 player
Challenge: Moderate
Replay value: Medium
ESRB rating: Kids to Adults

Rush Hour

Rush Hour sputters out as both a racing game and a driving sim. There are plenty of nice features—16 cars, two-player racing, and a tournament mode—but they don't make up for the distant overhead view and awkward gameplay. Frustrating and monotonous, Rush Hour's a chunker.—7/97

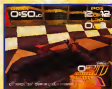


By Psygnosis



Racing size: 2 players
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

Wipeout XL



Wipeout XL by Psygnosis



Authority racing: 2 players
Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

No mere sequel, Wipeout XL headlines racing excitement with electrifying gameplay, smokin' graphics, and silky-smooth controls. Wipeout pros will face more than just new tracks: All the ships bristle with new armaments like plasma bolts, thunder bombs, and the spectacular quake disruptor. The graphic clarity and frame rate have been jacked through the roof, while the control problems of the first game have been remedied. Psygnosis also enlisted top-name techno talent like Prodigy and The Chemical Brothers for the soundtrack. One of 1996's best games.—11/96



Starwinder

Starwinder is a mediocre, barely enjoyable racer. You fly around on a tunnel-enclosed track and blast away at enemies. The explosions are well done, and the cut scenes are really topnotch, but the boring driving action will make this game a one-weekend rental trip to the stars.—2/97



By Mindscape

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Racing: 1 player
40 tracks
First-person view

Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults

Street Racer

Mixing sharp cartoon graphics and gameplay with smash-em-up, slapstick racing, Street Racer offers 8 cars, 4 types of driving games, 24 tracks, and a capacity for 8 players. Unfortunately, the tracks are too short and the action's too cluttered to get any momentum going.—12/96



By Ubi Soft

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	3.0

Driving control: 8 players
24 tracks
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Test Drive: Off Road

Test Drive: Off Road pounds the ground with four authentic 4X4s on desert, dirt, and snow tracks. Although die-hard monster truck fans may hanker for a hunk of muddy off-road fun, Test Drive: Off Road's loose controls, pop-up problems, and uninspired gameplay stall its overall appeal.—6/97



By Accelade

Graphics	Sound	Control	Fun Factor
3.0	4.0	3.0	3.0

Racing: 2 players
12 tracks
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Thunder Truck Rally

Thunder Truck Rally crosses the finish line well ahead of its off-road competitors—even with pop-up problems, detailed but ordinary tracks, and bland sounds. Drivers can choose to tackle the terrain or go for crushing cars. Although it lacks the addictive edge of a hit game, it's still a fun ride.—6/97



By Psygnosis

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	3.0

Racing: 9 overruling players
12 tracks
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Tokyo Highway Battle

While modeling tracks after streets in Tokyo is something of a unique twist, THB's actual single-opponent races are very slowly paced. Smooth scrolling and solid but unspectacular sound aren't enough to save the pokey, traffic-littered action. Realistic? Perhaps. Fast and exciting? No way.



By Jaleco

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	3.0

Racing: 1 player
3 tracks
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Twisted Metal

Ascorched Los Angeles plays host to missile-laden motorcycles and ice-cream trucks battling to the death. Weak music, tricky controls, and some very noticeable graphic breakup detract from the wanton destruction, but if you can overlook them, it's a twisted, fun ride.—2/96



By Sony

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	4.0

Driving control: 2 players
8 levels
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Wipeout

Wipeout's fierce antigravity racing action will leave you drenched in sweat and grinning. The unique controls demand precision, while the gorgeous, detailed graphics, killer sounds, and wicked power-ups keep the action hot. This one really struts the PlayStation's stuff.—11/95



By Psygnosis

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Antigravity racing: 2 players
6 tracks
Multiple views

Challenge: Advanced
Replay value: Medium
ESRB rating: Kids to Adults



Reviews

Battle Arena Toshinden

As one of the first 3D fighting games for the PlayStation, BAT was great for its time, but it's lost some luster—especially when compared to Star Gladiator and Tekken 2. BAT looks awesome, but at heart it's just a bunch of splashy super and special moves and very few combos.—9/95



By Sony



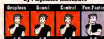
Fighting: 2 players
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Battle Arena Toshinden 2

Battle Arena Toshinden 2 is almost identical to its predecessor, but with slightly better graphics and more fighters. The coolest addition are new bosses—especially the winged Uranus and gun-toting Vermilion. Combos, however, are still nonexistent. For fans of the first Toshinden.—7/96



By Playmates Interactive



Fighting: 2 players
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Battle Arena Toshinden 3

Toshinden 3 boasts the biggest lineup yet, with 32 fighters. Little else has changed, however, but the choice of graphics (30 or 60 frames per second) results in a real eyeful. Otherwise, it's the same Toshinden school, and the one-button, heavy-damage super moves hamper the fun.—6/97



By Playmates Interactive



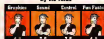
Fighting: 2 players
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Criticom

Criticom is a cross between Toshinden and Virtua Fighter, but lacks the fast action of both. The controls are marginal at best, the audio's uninspiring, and flashy visuals are the game's best asset. Criticom's worth a look, but against the Tekken and Toshinden series, forget it.—2/96



By Vix Tokid



Fighting: 2 players
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Darkstalkers: The Night Warriors

A stylish, colorful fighting game, Darkstalkers is as beautiful as it is fun. Although it may be a little too easy in the one-player mode, the intense two-player battles will make you come back for more. The biggest shortfalls are the missing frames of animation and slow Turbo speeds.—4/96



By Capcom



Fighting: 2 players
Side view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Iron & Blood

Iron & Blood is a much-touted but really awful fighting game. There's no strategy, and the play mechanics suck. Fighters get hit, then end up with their backs to an opponent; you hit a walled ring that can hurt you more than the enemy; and the moves are basic. Heard enough?—2/97



By Accolade



Fighting: 2 players
Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

K-1: The Arena Fighters

Even though it's not a traditional boxing or martial arts sim, K-1 is one of the most realistic fighting games to date. It uses real kickboxers and kickboxing moves—no projectiles or fancy fireballs. K-1 may not be for all tastes, but it's definitely a new spin on the fighting genre.—5/97



By T-HQ

Graphics	Sound	Control	Fun Factor
Fighting: 2 players	Replay value: Medium	ESRB rating: Kids to Adults	
Rating: None	Challenge: Adjustable		

Killing Zone

Awful is the only way to describe Killing Zone, as seven monster fighters (like the Mummy and Frankenstein) battle it out in 3D. Poor controls, awful graphics, and grating sounds make this one of the worst fighting games for the PlayStation. Killing Zone isn't even worth a rental. Junk.



By Accolyn

Graphics	Sound	Control	Fun Factor
Fighting: 2 players	Challenge: Adjustable	Replay value: Low	ESRB rating: Teen
Multiple views			

Dynasty Warriors



三國無双 DYNASTY WARRIORS

From out of seemingly nowhere comes Dynasty Warriors, a surprisingly good 3D fighting game featuring characters from Koei's strategy/RPG series Romance of the Three Kingdoms.

Dynasty holds its own with strong graphics, solid moves, cool combos, hidden fighters, and unique weapons-based fighting styles. Weapons range from long swords to bladed fans and clubs. The most glaring problem is the lack of kick attacks.

The game will inevitably be compared with Soul Blade, and while it may not be in the same league (as few games are), these Warriors are definitely worth a look.—7/97

Dynasty Warriors by Koei

Graphics	Sound	Control	Fun Factor
Fighting: 2 players	Challenge: Adjustable	Replay value: High	ESRB rating: Teen
Multiple views			

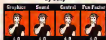


The King of Fighters '95

A faithful and well-done port of the Neo-Geo arcade game, KOF '95 fares much better than its cousin Samurai Shodown II for the PlayStation. While it doesn't add anything new to the genre, KOF '95 is a very solid 2D fighting game. The biggest problem is the long load times.—2/97



By Sony



Fighting: 2 players
Side view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen

Mortal Kombat 3

While MK addicts will debate if MK3 lived up to MK II, one thing's certain: this home version is an excellent conversion. All the moves, fatalities, and secrets from the arcade are in this version, but the most glaring flaw is the load time for Shang Tsung to morph into another fighter.—12/95



By Sony



Fighting: 2 players
Side view
Challenge: Adaptable
Replay value: Medium
ESRB rating: Mature

Mortal Kombat Trilogy

MORTAL KOMBAT TRILOGY



Great gameplay and the biggest roster of MK fighters make Trilogy the best MK offering to date. Thirty-seven combatants battle it out, including playable bosses. However, the bosses are way too strong, have few special moves, and have very limited combos. Another new feature is a new finishing move, the Brutality.

One of the best options is the two-on-two, tag-team battle mode, which makes for some furious head-to-head fighting. The one-player mode pales in comparison, though, with a lousy A.I. that lets you beat computer fighters easily, or lets them destroy you in a matter of seconds.—1/97



Mortal Kombat Trilogy

By Midway Home Entertainment



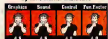
Fighting: 2 players
Side view
Challenge: Intermediate
Replay value: High
ESRB rating: Mature

Primal Rage

Of all the conversions of Primal Rage for the various home systems, the PlayStation version is the best. It looks and sounds great, and the controls are very responsive. The game should appeal to dinosaur lovers, but as a fighting game it doesn't do anything new for the genre.—3/96



By Time Warner Interactive



Fighting: 2 players
Side view
Challenge: Adjustable
Play value: Medium
ESRB rating: Teen

Psychic Force

Psychic Force features an interesting premise: flying fistclouffs in giant 3D arenas with fighters that use psychic attacks. Psychic has an interesting concept, but the game's too easy with limited combos and unbalanced fighters who can destroy opponents with cheesy special moves.—3/97



By Acclaim



Fighting: 2 players
Multiple views
Challenge: Adjustable
Play value: Medium
ESRB rating: Teen

Power Move Pro Wrestling



Power Move Pro Wrestling

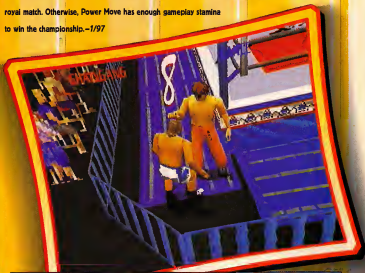


Wrestling: 2 players
Multiple views
Challenge: Adjustable
Play value: High
ESRB rating: Kids 11
Adults

Power Move Pro Wrestling "styles and profiles" with the most devastating and authentic array of wrestling holds ever seen in the video-

game squared circle. This wrestling

simulation features 12 fictitious wrestlers and 3 hidden fighters (including the ring announcer and the referee) methodically stalking opponents around the ring and using real holds in real wrestling time. The only things missing are power meters to show each wrestler's strength, a license from the WWF or WCW, and a tag-team or battle-royal match. Otherwise, Power Move has enough gameplay stamina to win the championship.—1/97



Resurrection: Rise of the Robots 2

As if the first game wasn't bad enough, someone decided to do a sequel. Resurrection features uninteresting robot fighters, lame special moves, and, worst of all, lousy controls (the kiss of death for any fighting game). Let's hope these robots aren't Resurrected for a third Rise title.



By Acclaim

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Fighting
2 players
Side view

Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

Robo Pit

Picture a fighting game in Jumping Flash-type stages, and you have Robo Pit. Pit features cutesy robot fighters, each with a variety of special moves and abilities. The game's hardly in the same league as Street Fighter Alpha and Tekken, but it is an interesting spin on the genre.—7/96



By THQ

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	4.0

Fighting
2 players
Multiple views

Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen

Soul Blade



SOUL BLADE



Namco scores again with another flawless home-to-arcade conversion. Like Tekken 2, Soul Blade is a 3D fighter, but with weapons. While Soul Blade lacks the devastating 10-plus combos and linking moves of Tekken 2, it does have some heavy-hitting combos and deadly special moves that should keep fighting fans battling away for hours. The game's best feature, however, is the one-player Edge Master mode. In it, a fighter can collect different weapons with each defeated opponent, save them to a memory card, and use them in other modes, including the two-player head-to-head mode.—3/97

Soul Blade by Namco

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Fighting
2 players
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Teen

Samurai Shodown III: Blades of Blood

You are not ready for this awful game. SSIII is a lousy port of an equally bad Neo-Geo game. The graphics are one-dimensional, the moves are horribly slowed down, and the fights aren't over fast enough. This port should have never been made. Shodown II is the best of this series.—2/97



By Sony



Fighting: 2 players
Side view

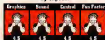
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

Star Gladiator

Star Gladiator is a futuristic weapon-based fighter that mixes elements of other 3D fighters like Tekken and Soul Edge with Capcom's seemingly endless fighting expertise. Its visual appeal and outstanding controls are topnotch. Gladiator is one of the more fun 3D fighters out there.—11/96



By Capcom



Fighting: 2 players
3D view

Challenge: Adjustable
Replay value: High
ESRB rating: Teen

S

Street Fighter Alpha 2



Street Fighter Alpha 2 continues Capcom's outstanding arcade-to-PlayStation conversions, offering the biggest lineup in the series yet with 18 selectable fighters. Capcom didn't stop there, however; it also added two new combo systems: linking moves are replaced by original SF chain combos, while new custom combos work off the Super Bar. Custom combos provide fighters with a speed burst, enabling them to chain attacks and special moves together for several hits, but only for a limited time. PlayStation SF games all shine, but Alpha 2 is nothing less than a perfect arcade-to-home translation.—11/96



Street Fighter Alpha 2 by Capcom



Fighting: 2 players
Side view

Challenge: Adjustable
Replay value: High
ESRB rating: Teen

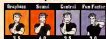


Street Fighter: The Movie

Street Fighter: The Movie is one big mess. The voice-overs are awful, and the washed-out sprites look nothing like the actors they're portraying. The real killer, however, is the lag time between controller presses and onscreen action. Street Fighter: The Movie shouldn't play in your home for long.—1/96



By Acclaim



Fighting: 2 players
Side view
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

Street Fighter Alpha

The sixth revision of the original Street Fighter II delivers some awesome gameplay and stays true to the adage that "the only constant is change" with new features, new characters, and new combos. SFA breathed life into the endangered species of 2D fighters. Add it to your collection.—3/96



By Capcom



Fighting: 2 players
Side view
Challenge: Adjustable
Replay value: High
ESRB rating: Teen

Street Fighter EX Plus

Knuckle up and get ready for the latest PlayStation headliner from Capcom. Street Fighter EX Plus adds a cool polygonal 3D look to the classic fighting game while keeping the fun, basic gameplay that's made the series one of the fighting game's all-time best.

Eighteen characters ranging from old-schoolers (Ken, Ryu, and Chun-Li) to new fighters (Gouken and Skull-o-man) dial their fists in Arcade, Versus, Practice, Survival, Time Attack, and Team Battle modes. Street Fighter EX Plus might not be the best Street Fighter game ever, but it's high enough on the list to become a light-night favorite.—11/97



Street Fighter EX Plus by Capcom



Fighting: 2 players
3D view
Challenge: Adjustable
Replay value: High
ESRB rating: Teen

Tekken

Tekken is one of the best arcade-to-home translations ever. The balanced combo system—if you throw two right punches, your next move must be from the left to balance your body's momentum—set a standard. Tekken still holds up to new fighting games...but Tekken 2 is even better.—11/95



By Memo



Fighting: 2 players
3D view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Tobal No. 1

Taking a break from its standard RPGs, Square enters the fight arena with Tobal. Most gamers either love or hate this game. The 3D animation and Quest mode offer something different for fighting fans, but the frustrating controls will take time to master. Definitely rent before you buy.—1/97



By Square Soft



Fighting: 2 players
3D view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teens

Tekken 2



Fighting-game fans the world over hailed the first Tekken as an original, enjoyable fighting game.

Tekken 2 went even farther, and although it's a

year old, it still blows away the competition. The 16 main characters show off a devastatingly deep arsenal of moves. The many features, including a practice mode and hidden fighters, make Tekken 2 a great experience for novices as well as seasoned fighters. With nothing more on the horizon for a home system to rival it (unless Tekken 3 makes it out this year), the ring should reign for some time.

Fighting fans can get the ass-whupping on with Tekken 2—7/96

Tekken 2 by Memo



Fighting: 2 players
3D view
Challenge: Intermediate
Replay value: High
ESRB rating: Teen

War Gods

Midway, the company responsible for the Mortal Kombat dynasty, tries their hand at another fighting title but comes up short. Pixelated graphics, dark arenas, and poor controls plague War Gods, but nothing hurts it more than its mediocrity. It's simply not as good as other Midway titles.



By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor

Fighting
2 players
3D view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

WCW vs. The World

Some of the WCW's most raucous bad boys butt heads in this festival of fisticuffs that's one of the best wrestling games ever! The 52 polygon-rendered wrestlers include 12 top WCW stars. Detailed mat techniques and signature wrestling holds crown WCW the lord of the squared ring.—5/97



By THQ

Graphics	Sound	Control	Fun Factor

Wrestling
2 players
32 wrestlers
Multiple views

Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

WWF: In Your House

This game tries to go for the belt, but WWF ultimately just gets pinned. The action moves fast, but most matches are over in 20 seconds or less. Some of the moves are strangled by sloppy animation—in fact, the entire game looks unfinished. If WWF is in your house, you should get out.—1/97



By Acclaim

Graphics	Sound	Control	Fun Factor

Wrestling
2 players
16 wrestlers
Side view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

WWF Wrestlemania: The Arcade Game

Combining the cream of the old-school WWF with Mortal Kombat-type moves, WWF Arcade is a great game with lots of moves, respectable depth, and first-rate playability (gamers will find the button-tap combo system similar to MK3's). While WWF Arcade is outdated, it's still fun.—12/95



By Acclaim

Graphics	Sound	Control	Fun Factor

Wrestling
2 players
8 wrestlers
Side view

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Zero Divide

Want a game that looks like Rise of the Robots and plays like a cheap Virtua Fighter? Zero Divide is it. Zero D's fighting action is okay, and it's a flattering first-round imitator of Toshinden. Although it lacks the solid fighting foundation that would make it great, Zero is a plus.—2/96



By Time Warner Interactive

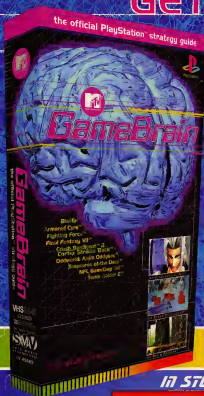
Graphics	Sound	Control	Fun Factor

Fighting
2 players
3D view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen



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8-9

Flying Games

Ace Combat 2

ACECOMBAT 2



The sequel to Air Combat, Ace Combat 2 improves upon AC's jet combat with flair. You're the ace of an elite mercenary fighter squadron who tries to foil a coup d'état in 30-plus missions packed with slick action, eight real-life jets, and a vicious AI. Though your arsenal is limited to vulcan cannons and homing missiles, Ace 2's gameplay is definitely aces with smooth supersonic jet action, and the controls work effortlessly whether you soar after bogies or hug the ground for low-level attacks. Ace 2 is solid and clean to the point of being antiseptic, but still fun. It certainly deserves a spot in the PlayStation's elite squadron. —9/97



Ace Combat 2 by Namco

Graphics	Sound	Control	Fun Factor
 4.0	 3.0	 5.0	 4.5

Ace Combat

1 player

30+ levels

Multiple views

Challenges: intermediate

Display notes: With

ESRB rating: Kids to

Adults

Air Combat

Air Combat's generic graphics and initially tame missions didn't earn top honors. Gamers play as a mercenary flying for cash, choosing from a sweet selection of planes, or in two-player dogfights. Fortunately, the later missions demand a strategic approach that reels you in.—12/95



By Memo

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.5

Flight sim
2 players
Multiple views
Challenge: Adjustable

Bogey: Dead 6

Bogey launches fun but standard cockpit combat. Seasoned vets have flown similar skies, but the aerial action's a contender. Bogey's missions include fryin' tanks, busting up bombers, and sinking carriers. Top Gun and AceCombat 2 present better airborne action, but Bogey's still a worthy opponent.



By Seay

Graphics	Sound	Control	Fun Factor
2.5	4.0	3.5	4.0

Flight sim
2 players
First-person view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Agile Warrior F-111X



AGILE WARRIOR F-111X



Even for a first-generation PlayStation title, Agile Warrior snags a high position on the charts with solid graphics, riveting action, and engaging missions. This shooter won't lure the

flight-sim bunch, but its frantic blasting will snare arcade shooters. Agile's 10 tough missions send you around the world to squash political crises like terrorist SCUD installations. The lack of two-player action and the "flying in a box" approach to navigation may annoy some, and the two-year-old graphics will look

seriously dated in this day and age. Still, all pilots will relish kicking in the afterburners with this fun, frenzied game.—12/95

Agile Warrior F-111X by Virgin

Graphics	Sound	Control	Fun Factor
4.0	4.0	2.0	4.0

Combat sim
1 player
10 missions
Multiple views
Challenge: Advanced
Replay value: Medium
ESRB rating: Teen

Gunship

Wade through all the simformation in Gunship and you'll find a mediocre shooter. Gunship gives you sim and arcade modes with briefings, real-life armaments, and more. Although Gunship tries hard to please, it lacks quality fast-action gaming—and the graphics are lukewarm at best.



By MicroProse

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.0	3.5

Helicopter sim
1 player
Multiple views
Challenge: Intermediate

Independence Day

Independence Day does a nice job of transferring jets-versus-flying-saucers combat from the big screen. Choosing from an air force of 10 real-life jets, you eliminate E.T.s over 13 cities. AceCombat 2 pros will obliterate these aliens in one rental, but beginners may find a decent fight for freedom.—4/97



By Fox Interactive

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	4.5

Jet control
2 players
Multiple views
Challenge: Adjustable

S

Black Dawn



Black Ops, developers of the killer Agile Warrior, returns to the fray with Black Dawn, another outstanding shooter.

Restoring the peace on each level involves several missions—inserting SEAL teams, demolishing tank squadrons, and more—that must be completed in order. Your well-equipped chopper fights back with bullets, missiles, rockets, napalm, and even nukes. The learning curve for the controls falls on the steep side, but such tough, diverse levels and comprehensive features are worth the work. A few flaws aside, BD's a well-rounded game that delivers riveting, adrenaline-pocked combat.—12/96



Black Dawn by Virgin

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Helicopter control
1 player
3D mission
Multiple views
Challenge: Adjustable
ESRB rating: Teen



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Strike Point

There's no reason to even rent a game this bad. *Strike Point's* mission-based chopper combat challenges you to stave off terrorist attacks, but its bland graphics and simplistic, boring gameplay grind its rotors to a screeching halt. With greets like *Black Dawn* in the air, stay out of these skies.



By American Technics

Graphics	Sound	Control	Fun Factor
3.0	2.5	1.5	1.0

Helicopter combat
2 players
18 levels
Multiple views

Challenge: Intermediate
Replay value: Low
ESRB rating: Kids 16
Adults

Thunderstrike 2

While it pales in comparison to *Black Dawn*, *Thunderstrike 2* scores as a solid chopper-stopper. Only the sluggish controls hold up the intense gameplay, which sends you out to confront piracy in the South China Seas, oil trouble in the Middle East, and other such international threats.—3/96



By Eidos

Graphics	Sound	Control	Fun Factor
3.5	3.5	2.5	4.0

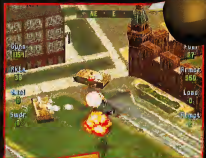
Chopper sim
1 player
25 levels
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to
Adults

Soviet Strike

S

SOVIET STRIKE



Soviet Strike by Electronic Arts

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Helicopter action
1 player
5 levels
Overhead view

Challenge: Adjustable
Replay value: High
ESRB rating: Teen

The original chart-topping series is back, and veteran heli-hackers will love this outing.

Soviet Strike follows the same outline as the 16-bit games—blast through military objectives from an overhead view. Soviet is resplendent with gorgeous back-grounds and small but detailed graphics, while the sounds rock with funny exclamations and good shooting effects. On the control side, your chopper handles well, but rookies will need to practice before they'll be able to regularly target smaller enemies. While *Strike's* not as fast-paced or aggressive as other chopper games, its mix of strategy and gunplay is loads of fun.—1/97



Top Gun: Fire at Will

If you long for the glory days of arcade-style dogfighters like *Afterburner*, this F-14's for you. *Top Gun* involves air-to-air and air-to-ground duels against swarms of CPU fighters that (fortunately) fight badly. Capturing the film's attitude, TG nicely blends arcade dogfighting with a touch of sim.—*8/96*



By MicroProse



Control: sim
1 player
3D+ missions
Multiple views

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Warhawk

One of the very first PlayStation titles, *Warhawk* puts you in the cockpit of a sophisticated Hammer-style jet for six long, tough missions packed with pure shooting mayhem. Excellent controls and armaments keep you in the battle, and for its time, *Warhawk*'s graphics were top flight.—*1/96*



By Sony



Control: sim
1 player
6 missions
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Wing Commander III: Heart of the Tiger

Wing III's the perfect example of a PC port that didn't survive the transition to the PlayStation. While the epic story and dogfightin' gameplay that made the PC series a hit does manage to emerge, the overly complex controls and slow-paced gameplay gobble up any glimmer of fun like a black hole.



By Origin

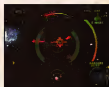


Space-control: sim
4 CDs
1 player
50 missions

Multiple views
Challenge: Advanced
Replay value: Low
ESRB rating: Teen

Wing Commander IV: The Price of Freedom

Wing IV does a workmanlike job of converting the PC game for PlayStation duty, but it's not for impatient, twitch-o-centric space aces. It's packed with long video sequences, and the graphics and sounds are a treat. Unfortunately, the dry combat doesn't quite pull you in for the long haul.—*5/97*



By Origin



Space-control: sim
4 CDs
1 player

Challenge: Advanced
Replay value: Low
ESRB rating: Teen



Allied General

If you liked Command & Conquer, but want more thinking than action, check out Allied General. In General, you command one of two armies, Axis or Allies, in historic or hypothetical WWII battle scenarios. The battles are intriguing, but the turn-based gameplay may be too slow for some gamers.



BySSI



Strategy
2 players
35+ scenarios
Multiple views

Challenge: Intermediate
Replay value: Median
ESRB rating: Kids to Adults

Alone in the Dark:
One-Eyed Jack's Revenge

Revenge is what you'll want after trying to master Alone in the Dark's frustrating controls and slow pace. Too much menu selection is required for every action, including fighting, which robs the game of fun. The graphics are stiff and lifeless, though the sounds are adequate.



ByT-HQ



Action/Adventure
1 player
Multiple views

Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

A-Train

Although it may be great for future engineers, A-Train doesn't roll with the same Fun Factor of sims like Theme Park. The simple graphics feature only two-color plains to construct your railroad on, and the happy-go-lucky music adds nothing. Rent first to see if A-Train is your ticket.—4/96



ByMaxis



Simulation
1 player
Multiple views
Challenge: Adjustable

Replay value: High
ESRB rating: Kids to Adults

BattleStations

Man your PlayStation for BattleStations' tough but compelling battleship combat sim game play. Three modes of play, including two-player head-to-head, and superb graphics and sounds keep this game afloat, though the tricky control sinks the overall Fun Factor a little bit.—5/97



ByElectronic Arts



Battleship combat sim
2 players
Overhead view
3 play modes

Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

Blast Chamber

Blast Chamber is fast, furious fun. Although the grainy graphics lack detail, the sounds just barely suffice, and the controls require some practice and patience to master. The intense action—especially the frenzied multiplayer mode—makes this game a bona fide blastfest.—1/97



ByActivision



Action/Adventure
4 players
Side view
Challenge: Adjustable

Replay value: High
ESRB rating: Kids to Adults

BrainDead 13

This laborious interactive action/adventure game will leave you braindead, too. The gameplay is like that in Dragon's Lair and Space Ace where you must press the correct button at the right time. BrainDead's graphics are colorful, but the sounds and control are problematic.



ByReadySoft



Action/Adventure
1 player
Side view
Challenge: Intermediate

Replay value: Low
ESRB rating: Kids to Adults

Bubble Bobble

Also Featuring Rainbow Islands

Fans of Taito's Bubble Bobble arcade game will be in retro gaming heaven with this compilation. The graphics are dated by today's standards, but Bubble Bobble has lost none of its addictive gameplay that keeps you hooked for hours. How about a 32-bit version of Bubble Symphony next?



By Attract

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	4.5

Puzzle
2 players
125 levels
Side view
Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

Bust-A-Move 2: Arcade Edition

Bust-A-Move 2 comes home with all the addictive qualities from the arcade version intact. The one-player modes are interesting enough, but the two-player head-to-head modes are where the game really shines and should keep you and a friend playing for hours, if not days.



By Attract

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	4.5

Puzzle
2 players
Side view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Buster Brothers Collection

Add shooting action and scads of enemies to the classic concept of falling spheres and you have a puzzle game that appeals to most gamers. Buster Brothers strengthens its replayability with three games for one or two players. The game's only flaw is its one-dimensional control.—6/96



By Capcom

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	3.0

Puzzle
2 players
3 games
Side view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Carnage Heart

If you want to build a battle-ready mech then watch it fight, the slow, turn-based Carnage Heart's your game. Workmanlike graphics get the job done, but the lack of voices and good sound effects still the action. You're also unable to control your mech during battle, which is frustrating.—3/97



By Sony

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	3.0

Battle strategy
2 players
3 scenarios
Behind-the-mech view
Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

The Chessmaster 3-D

Kasparov took on Deep Blue; now you can challenge the Chessmaster. Chessmaster 3-D's 12 computer opponents and head-to-head mode offer stimulating gameplay if you can tolerate the game's slow access time and bad controls. Less vexing are the so-so graphics and sounds.—5/96



By Mindscape

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	4.0

Chess/strategy
2 players
Overhead view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

The City of Lost Children

Tough searching-and-gathering and slow gameplay characterize this beautifully rendered Resident Evil-like strategy game. The soothing musical score and clear voice effects add to the movie-like feel as you undertake petty-theft assignments while searching for a groups of kidnapped children.—4/97



By Polygram

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.5	3.5

Adventure/strategy
1 player
Multiple views
Challenge: Advanced
Replay value: Low
ESRB rating: Teen

Clock Tower

Multiple endings, complex puzzles, and a villain named Scisorman spell "shear" terror in Clock Tower, a Resident Evil clone. The game's well-done environments are offset by stiff character animations, but the music and sound effects are sharp. The character interactions are text-based.—10/97



By ASCII

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	3.5

Adventure/strategy
1 player
Third-person view
Challenge: Advanced
Replay value: Medium
ESRB rating: Mature

Cyberia

The multi-genre Cyberia is all adventure. You must infiltrate a base called Cyberia by interacting with characters, solving Myst-like puzzles, and engaging in solid shooter action. Cyberia's excellent graphics and sounds add excitement, though the confusing controls initially detract.—3/96



By Interplay

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Adventure/strategy
1 player
40+ levels
Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

D

could stand for "dangerous deranged daddy," or just plain "dead," as you search for your mass-murderer father in a haunted house cum hospital. Solving mysteries, linking clues, and deciphering tough puzzles all get you closer to Pops in this intriguing strategy thriller. —6/96



By Anshelav



Adventure/Strategy
1 player
Multiple views
Challenges, Intermediate
Replay value: Low
ESRB rating: Teen

Defcon 5

A complex and lengthy sci-fi strategy game, Defcon 5's limited Doom-like combat may fool you into thinking it's a first-person shooter. It isn't. Your space station's under attack by aliens, and it will take patience, brains, and brawn to reverse the "defensive condition" of Defcon 5. —1/96



By Daria East



Strategy
1 player
First-person view
Multiple views
Challenges, Advanced
Replay value: High
ESRB rating: Kids to Adults

S

Command & Conquer



COMMAND & CONQUER



This is the game that set the standard for combat strategy games on the PC. Commandeering either one of two armies, you build training areas, then deploy your troops and armored divisions into battle. C&C excellently presents the sounds of conquest as your troops hit the battlefield amid a driving rock beat, shattering explosions, and blood-chilling screams. In contrast to the sonic realism, the gameplay graphics are only workmanlike, though the rendered cinemas are eye-catching.

The controls will prove a conquest, too, especially since C&C isn't mouse compatible, and accuracy matters. —3/97

Command & Conquer
By Westwood Studios



Strategy
1 player
4th milestone
Challenges, Advanced
Replay value: Medium
ESRB rating: Teen

Extreme Pinball

If you're into fast and furious pins with plenty of bumper action, you may not be into Extreme Pinball, which lacks the speed and polish of other games in this genre. Not a lot of 32-bit technology went into this standard game, and not a lot of fun comes out of it. EP registers a tilt.—7/96



By Electronic Arts

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	2.5

Pinball
4 players
Top-down view
Challenge: Intermediate

Fade to Black

Conrad returns for more puzzle-solving in this excellent sequel to Flashback that has you trying to escape from an alien prison. Slow, unresponsive controls detract from the gameplay, but decent sounds, eerie backgrounds, and realistic character movements maintain the fun.—9/96



By Electronic Arts

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	4.5

Adventure/Strategy
1 player
13 levels
Multiple views
Challenge: Adjustable
ESRB rating: Medium
ESRB rating: Kids to Adults

Fox Hunt

Fox Hunt's an interactive first-person action game with full-motion video that is more a movie than a game, unfortunately. A flashing onscreen cursor indicates when you need to make a button selection, so the gameplay's mindless as well as slow-paced. No need to hunt down this Fox.



By Capcom

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	3.0

Adventure/Strategy
3 CDs
1 player
Multiple views
Challenge: Easy
ESRB rating: Low
ESRB rating: Teen

Geom Cube

Tetris fans will enjoy a new take on their favorite puzzle game with Geom Cube. Fast and furious, this game is basically Tetris from an overhead view, so you'll need to adapt to the unusual perspective. The simple graphics help on this score, though the annoying sounds don't.—4/96



By American Technos

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

Puzzle
2 players
Overhead view
Challenge: Adjustable
ESRB rating: High
ESRB rating: Kids to Adults

Lemmings 3D

The Lemmings bear little resemblance to their 16-bit cousins in this 3D outing. Lemmings come toward you, walk away from you, and crawl under you in true 3D perspective, but the view is confusing. The comy music is apt, but the hapless controls and overabundant menus kill the fun.—3/96



By Propaganda

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	2.5

Strategy
1 player
3D view
Challenge: Adjustable
ESRB rating: Medium
ESRB rating: Kids to Adults

Myst

The classic PC strategy game loses nothing in this PlayStation iteration. You're gathering clues and info to find a missing professor and his two sons. Myst's breathtaking graphics and sound set a new benchmark for atmosphere in games, as did its intriguing puzzle elements.—5/96



By Propaganda

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	4.0

Puzzle/Strategy
1 player
First-person view
Challenge: Adjustable
ESRB rating: Medium
ESRB rating: Kids to Adults

Norse by Norsewest: The Return of the Lost Vikings

This sequel to The Lost Vikings puts you in charge of the same cooperative band of Norsemen who you use strategically to solve puzzles. There's a twist where you pick up players like a dragon and a werewolf to help. Clear, funny voices and funnier sound effects add humor.—7/97



By Interplay

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Puzzle/Strategy
1 player
30+ levels
Side-scrolling
Challenge: Intermediate
ESRB rating: Medium
ESRB rating: Kids to Adults

Power Rangers Zeo Full Tilt Battle Pinball

Okay, so you hate the Power Rangers, but if you're a pinball fan that's no reason to shun this fun pinball game. Full Tilt features colorful, creative tables and surprisingly intense, addictive bumper-and-ball action. The Rangers? Don't worry—they only appear in full-motion video clips.



By Bandai

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

Puzzle
1 player
No overboard state
Challenge: Intermediate
ESRB rating: Medium
ESRB rating: Kids to Adults

Poy Poy

Bombberman should be this much fun! Poy Poy borrows from Bomberman's concept but adds brilliant color, crisp backgrounds, fun characters, and excellent sound all its own. Nothing detracts from this blastfest, including the straightforward controls. The multiplayer action's superb! —8/97



By Konami

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Action/Strategy
4 players
Customizable views
Challenge: Adjustable

Pro Pinball

If you're into pinball, Pro Pinball is the next best thing to playing an actual table. Pro has enough action to keep pinheads and their friends hitting flippers for hours, especially in four-player mode. You get only one table, but plenty of challenges, like the four-ball Fast Frenzy.



By Interplay

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

Pinball
4 players
Multiple views
Challenge: Intermediate

Psychic Detective

In this whodunit, you play a detective who must get into the minds of others in order to unravel a murder. The tale's a tad mature, what with sexual encounters, double-crosses, and more going on. Psychic's full-motion video sequences and good sound keep the mystery interesting. —7/96



By Electronic Arts

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.0

Adventure/Strategy
1 player
Multiple views
Challenge: Intermediate
Replay value: Low
ESRB rating: Mature

Sentient

Well-crafted and immersive, Sentient offers six endings, complex strategy, and easy-to-use menus to keep you playing for hours. You're searching for clues and solving mazes to uncover a murderer and a way to save a doomed space station—all within 72 hours. —5/97



By Polygons

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

Adventure/Strategy
1 player
6 endings
First-person view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Silverload

This point-and-click interactive adventure game presents a howlingly good time. You're investigating a young boy's disappearance, and all clues point to the werewolf-infested town of Silverload. The static graphics and average sounds don't entice, but the gameplay will. —5/96



By Vite Tokai

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	4.0

Interactive adventure
1 player
First-person view
Mouse-compatible
Challenge: Adjustable
Replay value: Low
ESRB rating: Mature

Sim City 2000

New features augment the PlayStation version of the classic sim game, but they may be too little to keep even die-hard Sim City fans building for the future. The game suffers from a slow pace that's worsened by the confusing icon-driven interface, lame music, and poor audio effects. —10/96



By Maxis

Graphics	Sound	Control	Fun Factor
3.0	2.0	3.0	3.0

Simulation
1 player
Multiple views
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Super Puzzle Fighter II Turbo

Super Puzzle Fighter II Turbo combines Japanese-style super-deformed versions of Street Fighter and Darkstalkers characters with a Tetris-like puzzle game. The result? Hours of addictive fun—especially the two-player mode—for both puzzle players and fighting gamers. —3/97



By Capcom

Graphics	Sound	Control	Fun Factor
4.5	3.0	4.0	4.5

Puzzle
2 players
Side view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Syndicate Wars

This intense sequel to Syndicate offers doses of heavy strategy, complex action, and extreme violence. The game's dark, gloomy look is heightened by great sound effects but tiring music. Be ready to read the manual in order to master the controls. It's worth the time, though. —10/97



By Electronic Arts

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	4.0

Adventure/Strategy
4 players
3rd-person view
Challenge: Medium
Replay value: High
ESRB rating: Teen

Tecmo Stackers

An addictive Tetris-style puzzler, *Stackers* is easy enough for anyone to play but complex enough to transfix the best gamers for hours. The challenge comes from trying to create chain reactions by grouping at least four like-colored blocks as they drop in unmatched pairs. —11/97



By Tecmo



Puzzle
2 players
2% levels
Side view

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Tetris Plus

The granddaddy of all puzzle games comes to the PlayStation with more of the familiar gameplay. *Tetris Plus* strives to up the challenge by offering Classic, Puzzle, and Vs modes as well as 80 levels and 20 bonus levels. A real Plus to this Tetris—you can create your own puzzles! —11/97



By Jaleco



Puzzle
2 players
80 levels
Side view

Challenge: Easy
Replay value: High
ESRB rating: Kids to Adults

Theme Park

If you've ever wanted to design your own version of Disneyland, *Theme Park's* your game. The simple graphics and sounds offer little treats to keep the game interesting, but the overlapping menus will send you scurrying to the manual. Now all you need is a mascot. —3/96



By Maxis



Sim
1 player
Download view
Challenge: Adjustable

Replay value: High
ESRB rating: Kids to Adults

True Pinball

Ironically, *True Pinball* plays less like true pinball than Interplay's *Pro Pinball*, though TP offers four tables and a slicker 3D look. The tables play similarly, and the annoying scrolling view makes tracking the ball difficult, so the control suffers. The music grates, though the graphics are topnotch. —11/97



By Ocean



Pinball
8 play pens
4 tables
Multiple views

Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

Warcraft II: The Dark Saga

Warcraft II antes up enough gripping strategy gameplay to overcome its visual and audio failings. Playing as either the humans or the orcs, you command troops, manage resources, and build structures. If you can endure the point-and-click controls, this *Saga's* worth pursuing. —10/97



By Electronic Arts



Real-time strategy
1 player
32 missions
Download view

Challenge: Intermediate
Replay value: Moderate
ESRB rating: Teen

W.O.R.M.S.

Despite some significant flaws with the graphics and sounds, *W.O.R.M.S.* will have you wiggling with delight. The multiplayer feature enables as many as four four-player teams to battle it out using weapons like bazookas, homing missiles, dynamite, and even a *Street Fighter*-like Dragon Punch. —11/97



By Ocean



Strategy/action
16 players
Side view
Challenge: Intermediate

Replay value: High
ESRB rating: Kids to Adults

X-COM: UFO Defense

Strategy gamers with the patience to master *X-COM's* extremely unfriendly interface and wade through the forestful of documentation will be rewarded with a deep game that's sure to please lovers of the genre. You do battle, do a little planet-colonizing, and do in the aliens. —4/96



By MicroProse



Strategy
1 player
Download view
Challenge: Advanced

Replay value: High
ESRB rating: Kids to Adults

Zoop

Puzzle gamers get a dose of uncomplicated puzzle fun with *Zoop*. Adding to the fun are the simple, multi-patterned yet colorful graphics, and the eclectic musical mix that includes mambo, funk, and classical orchestrations. On the downside are the slightly squirrely controls. —3/96



By Viacom New Media



Puzzle
1 player
Side view
Challenge: Moderate

Replay value: High
ESRB rating: Kids to Adults

Reviews

Role-Playing
Games

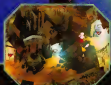
Reviews

Final Fantasy VII

FINAL FANTASY VII

Final Fantasy VII combines a compelling story line, imaginative gameplay, and eye-popping graphics to deliver the best 32-bit RPG to date.

The story involves a mercenary named Cloud Strife and a band of revolutionaries who are trying to prevent the world's energy from being drained. Along the way you collect weapons and items as your party changes according to the events in the story. Cool cinematics and combat modes are highlighted by unusual monsters and wicked magical powers that allow you to zap your enemies with lightning and fire. This is a must-buy for RPG fans. —10/97



Beyond the Beyond

This mediocre title fails to live up to its early hype. Pixelated fights and boring enemies hurt the game graphically, while the control is cumbersome and inaccurate. Even with the negatives, though, the interesting story and traditional RPG gameplay are almost enough to get you hooked.—10/96



By Sony

Graphics	Sound	Control	Fun Factor

Role-playing game
1 player
Multiple views
Challenge: Intermediate

Blazing Dragons

This point-and-click puzzle-solving RPG is nothing more than a Discworld ripoff with celebrity voices (Cheech Marin). It's funny if you like jokes about condoms, constipation and impotence, but some might be turned off by the crass humor and exasperating puzzles.—7/96



By Crystal Dynamics

Graphics	Sound	Control	Fun Factor

Role-playing game
1 player
Multiple views
Challenge: Intermediate

Ogre Battle Limited Edition: THE MARCH OF THE BLACK QUEEN



Ogre Battle is an addicting game that boasts a deep story line, great gameplay, and 13 possible endings. You fight as the Rebellion army trying to reclaim the land that's been stolen in war by the evil Highland Empire. You move your troops along a number of maps and missions, conquering enemy territory, collecting power-ups, and liberating cities. Detailed control enables you to rearrange formations, recruit new characters, and even raise your troops from the dead. OB's graphics aren't up to 32-bit speed, but the sound strikes back with a classic musical score. This is one Battle that's a blast to play.—9/97



Ogre Battle Limited Edition:
The March of the Black Queen by Atlus

Graphics	Sound	Control	Fun Factor

Role-playing game
1 player
Isometric view
Challenge: Intermediate



Chronicles of the Sword

Chronicles of the Sword is an awful point-and-click adventure that provides nothing but slow gameplay and boring times. Playing as young Gawain of the Round Table, you must dispose of King Arthur's evil half-sister. Your journey is both long and difficult, providing little of interest. —3/97



By Psychosis

File: playing a record

1 player

Replay value: Low


ESPP rolling. Kicks in

Discworld

Discworld's a funny find-and-seek fantasy game that's more suited to the occasional RPGer than the die-hard Final Fantasy type. The game features a Monty Python feel as you humorously point-and-click your way through the world, trying to assemble the world's first dragon-detection device.—*1/96*



By Psychomatic

Graphics	Sound	Control	Fun Factor
			

Role-playing game

1 player

Multiple views

Feeding notes: Medium

ESF# rating: Kids to

Adults

Revelations: Persona



REVELATIONS

ne of the best RPGs to hit the PlayStation, Persona's strong story line and excellent gameplay will entrance fans of the genre. The game takes you on an incredible journey through different dimensions as you fight monsters by using swords, guns, and magical spells called Personas. Superb graphics are highlighted by holographic special effects and eerily shaded walls that give you a sense of uneasiness as you search dark corridors. Excellent controls enable you to experiment with areas quickly, and move around areas quickly, thanks to the Wizard-style interface. This Persona is worth getting to know. —2/97



Revolutions: Pursued by Allah

Early-glacier flume

1 player

Reading value: 110

ESPN website: ESPN.com



King's Field

King's Field is a hapless first-person RPG that's hampered by slow movements, unfair matchups against enemies, and dull gameplay. Chasing monsters is one thing, but chasing them in slow motion while they speed up to kill you is another matter. This field just isn't very fun.—4/96



By ASCII

Graphics	Sound	Control	Fun Factor
3.5	3.0	2.0	2.0

Role-playing game
1 player
First-person view
Challenge: Advanced

King's Field II

This sequel might have larger maps and more complex enemies than the original King's Field, but the slow movements and dull gameplay that killed the first King remain the same. Battles are unfair as even the smallest enemies take forever to dispose of. Frustrating, even for a rental.—12/96



By ASCII

Graphics	Sound	Control	Fun Factor
3.5	3.0	2.0	2.0

Role-playing game
1 player
First-person view
Challenge: Advanced

Suikoden

Suikoden's great storyline, sensational sounds, and user-friendly interface deliver gamers a superlative RPG experience.

You play as a general's son who must choose between his loyalty to the Emperor and a promise to a dying friend of the rebelling Liberation army. Gameplay is similar to the classic RPG Chrono Trigger as you interact with over 100 characters in an effortless style that will appeal to all gamers. The graphics might be pixelated but the awesome soundtrack and audio effects more than make up for it. Suikoden's a must buy for RPG fans, and is second only to Final Fantasy VII.—1/97

Suikoden



Suikoden by Koei

Graphics	Sound	Control	Fun Factor
5.5	5.5	5.5	5.5

Role-playing game
1 player
Isometric view
Challenge: Intermediate

Romance of the Three Kingdoms IV: Wall of Fire

This continuation of the esteemed Romance series is standard, offering stodgy 16-bit graphics, a few next-gen enhancements (some full-motion video), and plenty of feudal gameplay. You must be patient, methodical, and wise to play Romance or your nation will be destroyed.—7/96



By Noel



Win size: 1 player
Multiple views: Challenge: Advanced
Play value: Medium
ESRB rating: Kids to Adults

Tail of the Sun

Tail of the Sun is an off-beat game that has you guiding a band of cave people, one person at a time, on a journey of evolution and discovery. Eating and hunting are your main activities as you build your mental and physical power while collecting mammoth tusks. Weird fun.—7/97



By Sony



Role-playing game
1 player
9 areas
Multiple views
Challenge: Intermediate
Play value: Medium
ESRB rating: Kids to Adults

Tecmo's Deception



Tecmo's Deception is an eerie, heart-stopping RPG filled with nasty monsters that will keep you suspended in terror for hours. You play as a crown prince who makes a pact with Satan to keep from being burned at the stake. Armed only with traps (like spikes and cages), you battle on Satan's behalf and eventually try to turn the tables on him. Awesome sound effects like screams and creaking doors create a suspenseful environment, while the graphics are crisp and detailed, featuring frightening monsters and funny facial expressions on enemies. This unique game is a great addition to any RPG collection.—12/96



Role-playing game
1 player
First-person view
Challenge: Intermediate
Play value: High
ESRB rating: Teen

Vandal Hearts

Vandal Hearts combines a sound story line, challenging strategy, and original gameplay to produce another solid RPG from Konami. The vast controls enable you to position party members in battle and use booby traps to kill enemies. RPG fans should at least consider this a rental.—*5/97*



By Konami

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	4.5

Role-playing game
1 player
Challenge: Intermediate

Replay value: Medium
ESRB rating: Kids to Adults

Warhammer: Shadow of the Horned Rat

Warhammer's a slow, mediocre RPG with limited appeal, though the story's based on a popular board game. The controls are especially bad—not only do you need the manual open at all times, but the button commands are unresponsive. If you like strategy, rent it; if not, ignore it.—*2/97*



BySSI

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.5

Role-playing game
1 player
Overhead view
Challenge: Advanced

Replay value: Medium
ESRB rating: Kids to Adults

Wild Arms

This beautifully conceived game features fantastic 3D polygonal graphics, great control, and a creative plot that totally immerses you in the gameplay. The story

involves a war between the evil Metal Demons and the inhabitants of Filgaia. Three young adventures are summoned to help Filgaia, and each swears to the single purpose of returning the land to greatness. The graphics

are among the best of any RPG with large and detailed polygonal characters and an anime-style introduction that's simply awesome. Wild Arms is one of the coolest games on the PlayStation, no matter what the genre.—*7/97*



Wild Arms by Sony

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Role-playing game
1 player
Third-person view
Challenge: Intermediate

Replay value: Medium
ESRB rating: Kids to Adults

Shooting Games

Alien Trilogy

S

Even though it's a 100% clone, *Alien Trilogy* is a kick-ass one. It's you (as Ripley) against aliens, soldiers from the company, and infected humans. Using weaponry right out of the *Alien* movies (mostly from *Aliens*), you blast your way through over 30 missions. Objectives range from annihilating alien queens to escaping maze-like areas in a certain time limit. The only drawbacks are the lack of lively stages (most of *Trilogy* is set in dark corridors) and visual distortion when you get close to objects and monsters. Otherwise, *Trilogy*'s a solid corridor shooter and a blast to play—pun intended.—*5/95*

Alien Trilogy by Acclaim

Graphics	Sound	Control	Fun Factor
 4.0	 4.5	 4.5	 5.0

Corridor shooter
1 player
36+ levels
First-person view

Ctrl/Range: Adjustable
Replay value: Moderate
ESRB rating: Teen

ALIEN TRILOGY



Area 51

A respectable port of the arcade version, *Area 51* pits you against aliens, zombies, and other monsters in the infamous top-secret government lab that "doesn't exist." While the visuals and audio are average, the action's fast-paced and intense and the plethora of secret areas add to the fun.



By **Midway Home Entertainment**

Graphics	Sound	Control	Fun Factor
3.5	2.5	4.5	4.0

Corridor shooter
2 players
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Assault Rigs

Assault Rigs is solid arena-based tank combat with slick futuristic graphics and diverse gameplay. Trigger-happy players may be put off by the game's emphasis on puzzle-solving over shooting, but hunting through each area's a blast—if you can forgive the ultra-sensitive controls.—4/96



By **Psygnosis**

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	3.5

Tank shooter
2 players
42 levels
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

BRAHMA Force: Assault on Belttigger 9

The best installment in the Kileak series (*Epidemic* was the second), *BRAHMA Force* offers greater freedom of movement, faster gameplay, and more organic enemies. While it isn't on the same level as *Doom* or *Disruptor*, *BRAHMA Force* is at least worth a weekend or two of rental action.—7/97



By **Jaleco**

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Corridor shooter
1 player
22 levels
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Codename: Tenka

A solid shooter in line with *Alien Trilogy*, *Doom*, and *Disruptor*, *Codename: Tenka* features aggressive monsters and trigger-happy action. The controls leave something to be desired, but the visuals sport fine details and the sound effects go perfectly with each stage.—3/97



By **Psygnosis**

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	4.0

First-person shooter
1 player
21 levels
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Creature Shock

Unresponsive controls are the biggest shock with this game that's a cross between a space shooter and *Doom*. *Creature Shock* starts in space then shifts into a bland corridor shooter, with sparse action and bland environments. This sickly *Creature* is strictly rental material.—5/96



By **Duke East**

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	3.0

Corridor/shoot shooter
1 player
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Crypt Killer

If fast-moving, senseless shooting is all you crave, then *Crypt Killer* delivers with stages packed to the bone-yard's brim with enemies and level bosses. It's an ambitious shooter, but there are better offerings—like *Area 51* and *Time Crisis*. Still, *Crypt Killer* is a good weekend rental.—4/97



By **Konami**

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Gun shooter
2 players
6 worlds
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Cyber Sled

Cyber Sled was one of the first tank shooters for the PlayStation. While *Sled* lacks fancy graphics, its simple yet addictive gameplay will keep you coming back for more. The one-player battles are fun, but the highlight is the two-player split-screen battle mode.—10/95



By **Humeo**

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Tank shooter
1 player
Behind-the-vehicle view
Challenge: Adjustable

Replay value: Medium
ESRB rating: Kids to Adults

Dark Forces

Dark Forces gets an "A" for effort, but choppy gameplay and visuals plague the overall fun. The highlight is the long, multi-objective missions that pit you against everything in the *Star Wars* universe—from Imperial Stormtroopers to the fearsome bounty hunter, *Boba Fett*.—2/97



By **LucasArts**

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Corridor shooter
2 players
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Darklight Conflict

In *Darklight Conflict*, you engage in dogfights and conduct strategic operations in space craft ranging from gunships to bombers—kind of like a Soviet Strike in space. The graphics are smooth, but the controls are a bit twitchy. If you're fond of space shooters, DC's worth a look.—10/97



By Electronic Arts

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	7.5

SpaceShip shooter
1 player
50 missions
Cockpit view

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Descent

The first-person shooter literally goes full circle with *Descent*. Featuring flying in a fully functional 360-degree environment, this 32-bit version of the PC title is an awesome, though not quite dizzying, underground trip. The only drawback is the complex, multi-button controls.—4/96



By Interplay

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Shooter
2 players
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Disruptor

S



Disruptor's one of the best-looking corridor shooters for the PlayStation to date, but don't think it's just another assembly-line Doom clone. Granted, there are several weapons you can find, but ammo is in very short supply. To compensate, you must use a mind power called Psionics—powerful mind attacks that range from healing spells to electric blasts.

Disruptor's graphics are the highlight: tons of detail, no slow-



DISRUPTOR

down or pixelization, and some of the flashiest weapons ever seen. The biggest problem is the time it takes to switch weapons. Otherwise, *Disruptor*'s a smooth, good-looking corridor shooter.—12/96

Disruptor by Universal Interactive

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	5.0

Corridor shooter
1 player
12 levels
First-person view

Challenge: Adjustable
Replay value: High
ESRB rating: Teen



Descent Maximum

Descent Maximum adds enough new elements to make this more than just Descent with only new levels. The best additions are a scouting robot, mounted headlights, and challenging new enemy robots—like those that steal weapons and other items from your inventory.

—4/97



By Interplay

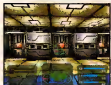
Graphics	Sound	Control	Fun Factor
4.8	4.7	4.8	4.8

Shooter
2 players
36 levels
First-person view

Challenge: Adjustable
Playing value: Medium
ESRB rating: Teen

Epidemic

The sequel to Kileak: The DNA Imperative, Epidemic outshines its predecessor with better graphics and more involved gameplay, and adds puzzle-solving on top of the shooting. However, it's carried over some problems from Kileak, including boring, drab levels and unexciting enemies.—1/97



By Sony

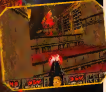
Graphics	Sound	Control	Fun Factor
3.5	3.0	4.5	4.0

Corridor shooter
1 player
Challenge: Intermediate

Playing value: Medium
ESRB rating: Kids to Adults

DOOM

S



421 AMMO 200% HEALTH 200% ARMOR

Doom is still one of the best corridor shooters for the PlayStation, even with strong competition from Alien Trilogy and Powerslave. This version combines most of the levels from the PC's Ultimate Doom and Doom II, and includes some original levels. A Deathmatch mode has also been included (via link), so two players can

blow each other away or team up and battle the forces of Hell together. While the graphics distort into a mass of pixels, the stages and monsters sport lightning detail. Throw in excellent music and perfect controls, and you've got one of the best games for the PlayStation to date. —2/95

Doom: Special PlayStation Edition
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Corridor shooter
2 players
36 levels
First-person view

Challenge: Adjustable
Playing value: High
ESRB rating: Matures

Final Doom

Final Doom has intense action and challenge but not as many features as the first PlayStation Doom. It has only 30 levels and no secret levels, and it's missing some of the toughest monsters, such as the Spider Demon Mastermind. Final's for addicts; all others should seek the original.—11/96



By Midway Home Entertainment



Corridor shooter
2 players
36 levels
First-person view

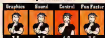
Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Hexen

Hexen's a unique blend of corridor shooting and role-playing elements, but loose controls and choppy graphics hex the game. If you can overlook its flaws, you'll find challenging levels and cool weapons. Hexen's worth a rental, but it's not in the same class as Doom and Disruptor.—3/97



By GT Interactive



Corridor shooter
1 player
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

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Jumping Flash! 2



Jumping Flash! 2 by Sony



First-person shooter
1 player
4 worlds
First-person view

Challenges, interminable
Replay value: Medium
ESRB rating: Kids to Adults



Jumping Flash! 2

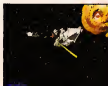
Jumping Flash! hops back for more first-person hop-n-shoot action in this excellent sequel. JF2 adds new elements like underwater travel and the ability to ride different objects, including a flatbed train car, conveyor belts, and an awesome roller coaster that speeds you around the screen. The interface and level objectives are the same (rescue Muu Muus before time runs out), while new weapons and more challenging and graphically arresting bosses have been added.

JF2's only problem is that its six worlds are too short. It's still a worthy sequel, however, and not just a Flash in the pan.—10/96



The Hive

The Hive is a space shooter similar to StarBlade Alpha, but because of rotten controls and lame gameplay, it amounts to an awful mess. To further compound these faults, The Hive also showcases poor graphics and less-than-satisfactory sound. Kids, be aware of the Mature rating.—4/96



By Tidmark Interactive

Graphics	Sound	Control	Fun Factor
2.5	2.0	1.5	2.0

Shooter
1 player
First-person view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

In the Hunt

Take to the high seas in Irem's arcade submarine game with fighting above and below the surface of the water. Features include simultaneous two-player and multi-level naval warfare, dozens of weapon combinations, power-ups, and hundreds of enemies over six battle zones.—4/96



By T-Int

Graphics	Sound	Control	Fun Factor
4.0	4.0	2.5	3.5

Submarine shooter
2 players
6 battle zones
Side view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Jumping Flash!

Jump into the cockpit of a cybernetic rabbit robot to battle the evil Baron Aloha and his minions over six worlds. Flash combines shooting with strategy as you grab power-ups, collect JetPods... and jump! The superb 3D graphics and brisk pace make this a great first-person shooter.—11/95



By Scary

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Shooter
1 player
6 worlds
First-person view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Jupiter Strike

This simple shooter equips you with two lasers to counter an alien invasion, but that's all you need. Though there are no power-ups, the absorbing combat and responsive controls don't need any help. Zapping E.T.s is fun; however, Strike's graphics and sound are a bit too plain.—3/96



By Accolade

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	4.0

Shooter
1 player
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Kileak: The DNA Imperative

As an elite soldier, you are sent to investigate a distress call at a research station in the South Pole and destroy all the evil robots you find. The gameplay blends some of Myst's seek-and-find elements with Doom's standard corridor shooting and weapon gathering for a twist on the shooter genre.—1/96



By Scary

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	3.0

Shooter
1 player
Multiplatform
First-person view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Krazy Ivan

Krazy Ivan is a sleek game that offers involving mech combat that's more tailored toward action than strategy. Encased in a 40-foot machine, you're sent out to rescue hostages, rout alien mechs, and neutralize force fields. The tight controls and crisp graphics help enhance the action.—3/96



By Psygnosis

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	3.5

Mech shooter
1 player
5 levels
In-the-cockpit view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Lethal Enforcers I & II

Lethal Enforcers I & II mirrors its arcade counterpart all the way down to its less-than-inspiring 2D graphics that use visual stills to create realism. Unfortunately, the monotonous side-scrolling action quickly turns dry. Only fans of this nostalgic shooter should load up for this outdated title.—8/97



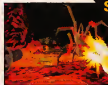
By Konami

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.5

Gun shooter
2 players
Side-scrolling
Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Machine Head

Machine Head is a fast shooting game that's lacking in the fun department. You fly along on a self-guided missile, shooting nondescript enemies such as zombies and spiders. Neat explosions and solid sound are hindered by poor backgrounds and awful control. Machine Head is rusty.—2/97



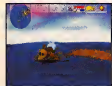
By Eidon

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.0

Vehicle shooter
1 player
15 missions
First-person view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Magic Carpet

Flying on a magic carpet, you're sent out to restore the balance to 70 3D worlds by collecting mana and destroying enemies. With user-friendly controls, smooth graphics, solid sound, and continually evolving gameplay, MC proves to be an exciting adventure you won't mind taking.—6/96



By Electronic Arts

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.5

Shooter
1 player
70 worlds
First-person view

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

MechWarrior 2

You're a grunt dropped into the hot seat of a huge mech. From there you engage in a variety of missions to destroy the enemy and secure your clan's supremacy. Unlike its PC counterpart, MW2 offers up a lot of blistering, arcade-style combat. Unfortunately, it lacks multiplayer action.—5/97



By Activision

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Mech shooter
1 player
40 missions
In-the cockpit view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Nanotek Warrior

Nanotek Warrior is an intense blaster with challenging stages and awesome bosses. Shrunk to microscopic size, you race down twisting tubes, blasting enemies and dodging obstacles. Colorful stages, effective sound, and tight control enhance the gameplay experience.—3/97



By Virgin

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.0

Shooter
1 player
8 levels
Behind-the-ship view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Novastorm

Although it's visually dazzling, Novastorm is a lackluster game that resembles a stale B grade shooter with its awful and repetitive gameplay. While the graphics and sound are cool and the control is solid, the confusing perspectives and no-brainer gameplay mar the fun.—12/95



By Polygames

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.0

Space shooter
1 player
15 levels
Behind-the-ship view

Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

Off-World Interceptor Extreme

In Off-World Interceptor Extreme, you pilot an off-roading, missile-firing, nuclear-warhead-equipped vehicle across five planets, wasting enemies for fun and profit. With your earnings, you can buy upgrades for your ride. The speed and explosive gameplay make this one rockin' game.—1/96



By Crystal Dynamics

Graphics	Sound	Control	Fun Factor
3.5	4.5	3.5	4.0

Vehicle shooter
2 players
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Mature

Philosoma

Philosoma is a shooter that ultimately falls short because of its stodgy gameplay. While the graphics are enhanced with storytelling full-length movies and a variety of gameplay views, everything else about it is pretty dull. Only those looking for a satisfactory space shooter need apply.—4/96



By Seery

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Space shooter
1 player
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

PO'ed

PO'ed is a first-person shooter without the grit of Doom, but it's interesting nonetheless. You play as a cook trapped in a space transport and you must fight your way through 25 levels of invading sci-fi uglies. With a choice of 10 weapons, PO'ed delivers some fierce and funny action.—7/96



By Acrobats

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Corridor shooter
1 player
25 levels
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Powerslave

Powerslave serves up first-person shooting with an Indiana Jones motif as you acquire weapons and abilities while fighting supernatural forces. Although you must re-explore previously completed levels, there are enough fresh monsters and mayhem to keep you satisfied and in the game.—2/97



By Mayan Interactive

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Corridor shooter
1 player
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Project: Horned Owl

Project: Horned Owl is a lame shooter that grows stale after about the first stage. Overall game play is hampered by wave after monotonous wave of the same dull enemies as you blast through city streets, underground tunnels, and factories. Even the bosses require little skill.—10/96



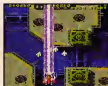
By Sony



Gun shooter
2 players
First-person view
Challenge: Intermediate
Replay value: Low
ESRB rating: Teen

The Raiden Project

The Raiden Project features both Raiden and Raiden II on one disc with the same tried-and-true shooter formula: You fly a futuristic jet, grabbing power-ups and blasting away at enemies via an overhead view. If you like gameplay that's basically an entertaining exercise in repetition, this game's for you.—11/95



By Sony



Shooter
2 players
Overhead view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

The Raven Project

Rebellion against alien overlords, you march into battle for multi-vehicle combat in everything from MechWarrior-like missions to air-to-ground sorties to outer-space dogfights. Each vehicle you command is basically equipped the same, and there's plenty of fiery combat.—6/96



By Mindscape



Vehicle shooter
1 player
Multiple views
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

RayStorm

Flying in the classic top-down mode, this shooter recalls others from that bygone genre, including StarBlade Alpha and Xenious 3D/G. The graphics fly a step above the others with multi-layered background targets and cool transparency effects. Shooter fans will enjoy this 'Storm.—10/97



By Working Designs



Shooter
2 players
Overhead view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Rebel Assault II: The Hidden Empire

Soar into the Star Wars universe to battle the Empire in spacecraft that include an X-Wing, a speeder bike, and even the Millennium Falcon! You can also do battle against Stormtroopers from a Doom-style perspective. While the gameplay isn't especially deep, it's still fast-shootin' fun.—3/97



By LucasArts



Shooter
1 player
15 missions
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Revolution X

Revolution X is a lackluster little shooter that will probably only appeal to Aerosmith fans. What gamers get is a standard gunner that doesn't live up to its arcade counterpart: It's a graphically lifeless game that, despite riffs of authentic Aerosmith tunes, gets boring very quickly.—4/96



By Acclaim



Gun shooter
2 players
First-person view
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

Shellshock

Shellshock is a formulaic tank game that has you battling enemy tanks, boats, and helicopters from a first-person perspective through 25 different missions. Although it doesn't add anything to the genre, its hip-hop "flava" and strategy-oriented gameplay help to deliver a solid game.—7/96



By U.S. Gold



Tank shooter
1 player
25 levels
First-person view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Shockwave Assault

Shockwave Assault is an intense mission-based game that places you in the middle of an alien invasion. Your goal: Drive 'em back from whence they came! Via a cockpit view, you fly through 15 stages of solid, increasingly hard action over various locales such as Egypt, L.A., and Peru.—3/96



By Electronic Arts



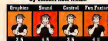
Shooter
1 player
15 stages
First-person view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Slamscape

Slamscape is a rowdy, turbo-charged shooting game with a hard-rock beat. The action takes place in bleak arenas as you fly around in a wicked hovercraft, kicking butt and taking no prisoners. While not as stunning as Wipeout XL, it still delivers one night of enemy-thrashin' fun.—12/96



By Viscon New Media



Vehicle shooter
1 player
4 replays
Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

Space Hulk: Vengeance of the Blood Angels

Play the part of a space marine battling a vicious species of parasitic predators in this outdated PC port. While it combines elements of strategy and Doom-style action, neither aspect is very engrossing and the redundant though plentiful missions begin to feel the same real quick.—10/96



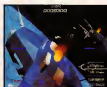
By Electronic Arts



Action/strategy
1 player
43 missions
Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen
First-person view

Starblade Alpha

The graphics for Starblade Alpha flip-flop between polygons and texture mapping, and the sound, although clear and great when it's cranked up, never changes. This shooter is no more exciting than Darius Golden and seriously less appealing than Warhawk or Colony Wars.—7/96



By Namco



Space shooter
1 player
First-person view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Star Fighter

Strap into the cockpit of a super-powered spaceship aptly named the Star Fighter to do battle against enemy warbirds across huge 3D worlds in over 45 missions. SF sounds impressive but the action moves at a very slow pace, and the redraw and clipping problems are unbearable.



By Acclaim



Shooter
1 player
45 missions
Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults
Multiple views

Tempest X

Nothing has really changed from the early '80s version of this game besides a flashier graphical look, but it's still fun to have around. Although the rockin' soundtrack and trippy light show make this game fun, the repetitive gameplay brings the Fun Factor down a notch.—2/97



By Interplay



Shooter
2 players
All levels
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults
Multiple views

Tigershark

In Tigershark, you pilot a slick craft that both plunges below the waves like a sub and rockets across them like a speedboat. You're also loaded with bullets, missiles, and defensive countermeasures for this fast-paced mission-based game. Tigershark has plenty of bite.—3/97



By GT Interactive



Sea-combat shooter
1 player
8 levels
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults
Multiple views

Total Eclipse Turbo

Not much differs in this version from the 3DO galactic shooter. Once again, you fly through forward-scrolling alien landscapes and tight tunnels to shoot down alien ships and blow up their bases. However, being able to choose different pathways does beef up the replay value.—11/95



By Crystal Dynamics



Space shooter
1 player
Behind-the-vehicle view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

Tunnel B1

Tunnel B1 is a so-so first-person shooter that looks good but offers little to do except blow up crates, barrels, and flying ships. Incredible light-sourcing and sharp-looking explosions define the visuals while cool speaker-rockin' effects kick up the sound. This Tunnel's no more than a rental, though.—2/97



By Acclaim



Shooter
1 player
First-person view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Viewpoint

Even though Viewpoint features great graphics, its daunting challenge and gummy controls ruin the experience. Your ship comes equipped with lasers and smart bombs, but you also pick up power-ups as you blast your way through six levels of scrolling enemy landscapes. —2/96



By Electronic Arts

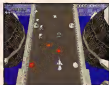
Graphics	Sound	Control	Fun Factor
9.0	4.5	3.5	2.5

Space shooter
1 player
6 levels
Top-down view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Kevious 3D/G+

Kevious 3D/G+ features cutting-edge graphics, sound, and gameplay as you fly through seven levels of nonstop action, blasting enemies and collecting power-ups. As an added bonus, you get three other Kevious games as well: Classic Kevious, Super Kevious, and Kevious Arrangement. —7/97



By Namco

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Shooter
2 players
4 games
Top-down view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Time Crisis

Get ready, trigger-happy tramps (and gun gurus)! Time Crisis has stepped into town, featuring some dead-on gameplay and fast, bullet-bouncin' action.

TC's a lot like other gun games, but with a few exceptions. First, the game doesn't have you rely on your recognition skills—there are no annoying citizens or hostages to get in the way. It's just you, a bunch of bad guys, and an unlimited supply of bullets. Second, the game enables you to duck behind objects to hide from enemy fire and reload. Packed in with TC is the GunCon gun peripheral, which you need to have to play the game. —10/97

Time Crisis by Namco

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.0	4.5

Gun game
1 player
First-person view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen



Reviews

Sports Games

2Xtreme

Lightning-fast action is what this game offers you as you bump heads with nine other racers in such events as mountain biking, skateboarding, inline skating, and snowboarding. Cool smash-n-dash game play, including the ability to pull mid-air tricks, makes this a top-notch extreme sports CD. —1/97



By Sony

Graphics	Sound	Control	Fun Factor

Extreme sports
2 players
12 courses
Third-person view

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

3D Baseball

Sadly, 3D Baseball doesn't meet the standards of other baseball titles: It features action in just two modes, Exhibition and Pennant Race, with only the real-life players and no team licenses. Moreover, the game contains only four fields. While the graphics are excellent, the gameplay is not. —1/97



By Crystal Dynamics

Graphics	Sound	Control	Fun Factor

Baseball
2 players
Multiple views
Challenge: Intermediate

Replay value: Low
ESRB rating: Kids to Adults

Adidas Power Soccer

In the soccer field with 77 teams from countries such as Germany and France in either the fast and flashy Arcade mode or the more realistic Sim mode, Power Soccer looks and sounds good, and plays decently once you catch onto the game's somewhat finicky controls. —9/96



By Polygons

Graphics	Sound	Control	Fun Factor

Soccer
4 players (with staples)
77 teams
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

All-Star Baseball '97 Featuring Frank Thomas

Since there's a wealth of talent in the genre this baseball game fails to compete because it lacks solid control and polygonal player graphics. It does, however, feature all the major league teams and players with action in Season, Play-off, All-Star, Batting Practice, and Home Run Derby modes. —8/97



By Acclaim

Graphics	Sound	Control	Fun Factor

Baseball
2 players
Multiple views
Challenge: Adjustable

Replay value: Low
ESRB rating: Kids to Adults

Bases Loaded '96: Double Header

The only thing this game has going for it is that it was the first baseball title to hit the market for the PlayStation. While Bases has an MLBPA license, it features probably the worst baseball action this side of the Intellivision (and even that had a better game). Bases isn't even worth a rental.



By Jakco

Graphics	Sound	Control	Fun Factor

Baseball
2 players
Multiple views
Challenge: Adjustable

Replay value: Low
ESRB rating: Kids to Adults

Big Bass World Championship with Hank Parker

This excellent title, believe it or not, reels you in for hours of addictive gameplay. Choose from a selection of three poles and fifteen lures to compete in four tournaments or to just fish a private lake. While the graphics aren't very spectacular, this is fishy fun. Big Bass deserves a look. —4/97



By Hot-B

Graphics	Sound	Control	Fun Factor

Fishing
1 player
First-person view
Challenge: Intermediate

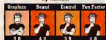
Replay value: Medium
ESRB rating: Kids to Adults

Bottom of the 9th

If it's the field in Training, Exhibition, Season, or General Manager mode with a dugout full of all the major league players. There's no team license, however, so you'll find each club named by its city, and there's not much variety as you only have eight fantasy fields to play on.—5/96



By Konami



Realistic
2 players
Multiple views
Challenge: Adjustable

College Slam

College Slam is a fantasy hoops game that features gameplay and graphics that are identical to the popular NBA Jam series: the only difference is the ability to serve up the alley-oop dunk and make substitutions. Unless you're a college-hoop freak, you probably won't dig this game.—7/96



By Acclaim



Fantasy basketball
4 players (with adapter)
44 college teams
Challenge: Adjustable

Andretti Racing

Andretti RACING



Andretti Racing offers everything a racing fan could want with both Indy- and stock-car action. Hit the circuit in 4 real-life tracks, along with 12 fantasy tracks, in Exhibition and Career modes. Before the red flag drops you can also customize your car's tires, gear ratio, and front and rear wings.

Whether you're a fan of the frenzied bumper-car mayhem of the stock car or the strategy-and-skill-oriented Indy car, you'll definitely be enthralled with Andretti's fiercely tough courses and cagey A.I. Although not perfect, it still delivers all the sizzlin' action a racing buff could want.—11/96



Andretti Racing by EA Sports

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	4.0

Racing
4 players
18 tracks
3 views

Challenges: Intermediate
Replay value: High
ESRB rating: Kids to Adults

Cool Boarders

It's time to hit the mountain for some snowboard action. Gamers can select from three tracks and six boards to speed toward various checkpoints. The challenge is to pull aerial maneuvers to gain points to beat the best time and trick scores which unlock secret boards and tracks.—3/97



By Sony



Snowboarding
1 player
3 tracks
2 views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

FIFA Soccer '96

Hit the football field in Season, Playoff, Tournament, and Exhibition modes choosing from a lineup of 12 international leagues that feature more than 3000 world-class players. The gameplay includes a stingy A.I. and realistic strategies along with sharp graphics and tight control.—2/96



By EA Sports



Soccer
8 players (4 each)
12 leagues
7 views

Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

ESPN's Extreme Games

With gameplay similar to Road Rash, ESPN's Extreme Games broadens the racing-combat genre with action based on ESPN's popular alternative sports show.

Gear up for Exhibition or Season competition, then race as one of 16 competitors on either in-line skates, a skateboard, a mountain bike, or a street luge. The action has you plow through places like Italy and Lake Tahoe, while avoiding obstacles, pedestrians, and other racers. The goal (besides winning the race) is to pass through various slalom-style gates to accumulate cash (to upgrade your equipment), earn points, and unlock secret passages.—11/95

ESPN's Extreme Games by Sony



Racing
2 players
8 courses
inlined-blade racing view

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults



The Final Round

Unfortunately, because of sub-par gameplay, Konami's Final Round fails to make the cut. The four modes of play are only available on one golf course, and since FR has no official PGA license, you must golf using one of six fictitious golfers. Slice into the rough for this one.—8/96



By Konami



Goal
4 players
1 course
Challenge: Intermediate

Replay value: Low
ESRB rating: Kids to Adults

Frank Thomas "Big Hurt" Baseball

This standard baseball title fails to compete with the outstanding competition. Gamers are treated to a selection of 26 teams, but since the game has no MLB license, the teams are named by city only. However, the game does have an MLBPA license, so at least the rosters feature real-life players.—9/96



By Acclaim



Baseball
2 players
Challenge: Intermediate

Replay value: Medium
ESRB rating: Kids to Adults

FIFA Soccer '97



FIFA Soccer '97 is an exceptional PlayStation game that features outstanding graphics, superior sound, and World Cup-winning gameplay that will satisfy any fan of the sport.

Hit the field in Single-Match, Tournament, League, or Playoff modes with 12 international teams that are composed of over 4200 fully polygonal professional players. Along

FIFA SOCCER 97

with the standardized set of options, FIFA '97 has a new feature, the ability to play in



either the traditional outdoor stadium or in the new indoor arena, where the field is shorter and the action races along at an unsoccer-like pace.—1/97

FIFA Soccer '97 by EA Sports



Soccer
2 players
Multiple views
Challenge: Adjustable

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heringham

Goal Storm

It's the field choosing from a list of 26 teams, including superpowers like Colombia and Brazil. The options include customizable offensive and defensive sets, varying camera angles, and instant replays. The game's biggest stand-out feature, however, is its superb, lifelike graphics.—3/96



By Konami



Graphics: 4.0 Sound: 4.0 Control: 4.0 Fan Factor: 4.0
 Soccer
 2 players
 Multiple views
 Challenge: Intermediate

Goal Storm '97

Choose from among 32 international teams and go net to net in Exhibition, International League, and International Cup play. There's also a P.K. mode where you can hone your penalty-kicking skills. The new element to '97 is a one-two pass that allows for easy give-and-go passes.—6/97



By Konami



Graphics: 4.0 Sound: 3.5 Control: 4.0 Fan Factor: 3.5
 Soccer
 2 players
 Multiple views
 Challenge: Adjustable

Formula 1

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FORMULA 1



Formula 1 is a solid racing game that will satisfy any hard-core speed jockey.

While it lacks an extensive multiplayer feature, it still delivers impressively deep, adrenaline-soaked gameplay.

F1 contains one of the most comprehensive features lists around, sporting 35 drivers, 13 teams, and 17 tracks—all of which are fully licensed from their real-life counterparts from the 1995 F1 season. After choosing a car and driver, gamers are free to race in an easier, less-realistic Arcade mode or a more exacting

sim-style Grand Prix mode (both of which offer Exhibition and Full-Season action).—12/96



Formula 1 by Polygames



Racing
 2 players (with link cable)
 17 tracks
 5 views
 Challenge: Adjustable
 Display values: High
 ESRB rating: Kids to Adults

Grand Slam

Grand Slam hits the field in Season and Exhibition play, featuring an MLBPA license but not an MLB license. That means real-life players, but no real-life teams. Lively but unrealistic arcade-style gameplay and low-tech graphics also keep this game from being an all-star.—6/97



By Virgin



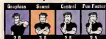
Baseball
2 players
Multiple views
Challenge: Adjustable

HardBall 5

A solid game on other platforms totally falls apart in its transition to the PlayStation. HB5 is plagued with slipshod action as fielders miss easy grounders, pop flies somehow drop in for hits, and the simplistic batting interface makes for an unrealistic slugfest during two-player contests.—6/96



By Accolade



Baseball
2 players
Multiple views
Challenge: Adjustable

International Track & Field

Classic arcade multiplayer action is born again in this superb sports title. Revamped from the glory days of the '80s, International Track & Field triumphs with terrific gameplay.

Get ready for some frantic button-pounding in 11 heart-racing events such as the 100-meter dash,



INTERNATIONAL TRACK & FIELD

the decuss, the pole vault, and the hammer throw. While the action seems basic, many events may take hours to perfect, and even

then the choke factor is high. For all you who are looking for a fun and in-depth multiplayer game, T&F definitely rates as one of the best head-to-head sports titles on the market.—8/96

International Track & Field by Konami



Track and field
4 players
11 events
Multiple views

Challenge: Adjustable



Challenge: Adjustable
Highly visible: High
ESRB rating: Kids to Adults



Madden NFL '97

This is the Madden that started it all on the PlayStation. Awesome from end zone to end zone, Madden features over 100 teams, trades, injuries, penalties, and player creation. Great graphics, sound, and control add to the fun. One of the best sports games to tackle any system.—11/96



By EA Sports



Football
2 players
Multiple views
Challenge: Adjustable

Rating value: High
ESRB rating: Kids to Adults

NASCAR Racing

NASCAR's a mediocre racer driven more by simulation than fast speed and action. Gameplay focuses on strategy and endurance as much as actual driving since you must tackle at least 32 laps in each race. It's just not fun enough to compete on the same track as Andreotti Racing.—12/96



By Sierra On-Line



Racing
1 player
Multiple views
Challenge: Adjustable

Rating value: High
ESRB rating: Kids to Adults

MADDEN NFB 98



The best overall football game to date, Madden '98 takes sports gameplay to the next level. This fast, fun, and torrid football game features awesome control, cool animations, and a new form of A.I. that adjusts to players' tendencies—just like you'd find in the pros. Madden also sports take blitzes, unmatched passing controls, and plenty of player jukes, including spins and hordies. Over 100 teams, "half" play-calling, drafts, and create-a-player round out the impressive options. The gameplay may be tough for rookies, but Madden's the perfect game for football fans who want to feel like they're playing in the NFL.—10/97



Madden NFL '98 by EA Sports



Football
2 players
Multiple views
Challenge: Adjustable

Rating value: High
ESRB rating: Kids to Adults

MLB Pennant Race

Although Pennant Race scores high in terms of features and entertaining gameplay, its graphics and sound just can't compete with Triple Play. All the teams and players are included along with player creation, trades, and the choice of arcade or sim action. A solid first outing by Sony.—*1/97*



By Sony



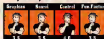
Baseball
2 players
Multiple views
Challenge: Adjustable

NBA Hang Time

PlayStation net-heads can take it to the rim double-dunking with NBA Hang Time. This game's not as smooth as the N64 version; There's plenty of slowdown, and your players get clumped together a lot when you're playing against the CPU. Problems aside, fantasy b-ball fans should rent it.



By Midway Home Entertainment



Fantasy basketball
4 players (with adapter)
Side view
Challenge: Adjustable

Major League Baseball '98

MAJOR LEAGUE BASEBALL '98

Sony muscles up with MLB '98, a last-pagad, arcade-style baseball game that's a 450-foot blast.

You can play games in Exhibition, Season, or Playoff modes or compete in the All-Star game or Home Run Derby. All the major league teams are here along with the two expansion teams, replicated stadiums, full stat tracking, and interleague play. Excellent graphics and superlative control add to the fun as players move in a smooth, realistic motion from Nomo's windup to Griffey's swing. Triple Play provides baseball fans with more of a simulation, but if arcade action is what you're after, take a swing at MLB '98.—*9/97*



Major League Baseball '98 by Sony



Baseball
2 players
Multiple views
Challenge: Adjustable

Replay value: High
ESRB rating: Kids to Adults

NBA In the Zone

The first five-on-five basketball game to hit the PlayStation, In the Zone provides fast Jam-style action. There's no play calling, no substitutions, and generally no strategy involved—it's basically one big dunkfest. Good for its time, but later sims like Live '97 run it off the court.—3/96



By Konami

Graphics	Sound	Control	Fun Factor
4.5	7.0	7.5	4.0

Basketball
2 players
Multiple views
Challenge: Adjustable

NBA In the Zone 2

In the Zone 2 may leap at the rim with showy dunks and a flashy look, but its lack of plays and poor features push it out of championship contention. Awesome animations suck you in at first, but its limited depth is painful after a week. Rent it if cool dunks are all you're after in a game.—2/97



By Konami

Graphics	Sound	Control	Fun Factor
4.5	7.5	7.5	7.5

Basketball
2 players
Multiple views
Challenge: Adjustable

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NBA Live '97

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ive '97 features NBA live-on-live basketball

the way it ought to be played: frantic, fierce, and above the rim. Different game types include Exhibition, Season, and Playoff modes. You can create and trade players, and even

change the rules of the NBA to your liking. On the strategy side, your playbooks are packed with more than 50 offensive plays and 5 defensive sets that enable you to double-team any player, intentionally foul, or even crash the boards. The cool animations of players shunting and tip-slammng really get you pumped in play this outstanding title. One of the most fun basketball games ever!—12/96



NBA Live '97 by EA Sports

Graphics	Sound	Control	Fun Factor
9.0	9.0	9.0	9.0

Basketball
2 players
Multiple views
Challenge: Adjustable

NBA Jam Extreme

Jam Extreme updates the five-on-five hoops classic with a new polygonal look and features like the Extreme button, which enables players to dive for the ball or do even crazier dunks. Although it's not as much fun as Hang Time, Extreme still delivers the rock with authority.—3/97



By Acclaim



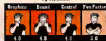
Fantasy basketball: 4 players
Side view
Challenge: Adjustable

NBA Jam: Tournament Edition

Jam TE might be full of features, dunks, and NBA stars, but the game's cheap A.I. draws a flagrant foul on the Fun Factor. As a multi-player game, Jam really scores with hot spots, power-ups, and juiced-up action. It's too bad that nasty A.I. overshadows an otherwise solid game.—1/96



By Acclaim



Fantasy basketball: 4 players
Side view
Challenge: Adjustable

NBA Shoot Out '97

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NBA Shoot Out shakes up the basketball world, cooking the court with spectacular, slam-dunkin' gameplay and the most realistic five-on-five hoops action ever brought to the 32-bit arena. All 29 NBA teams are here along with three skill levels; Exhibition, Season, and Playoff modes; and the ability to create, trade, sign, and release players. Revolutionary player control includes icon passing, calling for a cutter, ewe-some shake moves like the killer crossover, and six authentic NBA plays. Letrell Sprewell was motion-captured to slam and strut with his own smooth style. If you like b-ball, buy this gem! —5/97



NBA Shoot Out '97 by Sony



Especially: 2 players
Multiple views
Challenge: Adjustable

NBA Live '96

Live '96 runs onto the court with fast action, but a lack of solid features and poor graphics limit its appeal. There's no create-a-player feature, players don't perform to their abilities, and the dunks are outdated. If you're looking for a hoops game to own, stick to newer games like Live '97.—6/96



By EA Sports



Basketball
2 players
Multiple views
Challenge: Adjustable

NBA Shootout

The first good basketball game to dribble its way onto the PlayStation, Shootout features great graphics and fun gameplay. Unfortunately, it can't compete with Shootout '97 when it comes to overall greatness. If you want to see the game that started the dynasty, rent this Shootout.—6/96



By Sony



Basketball
2 players
Multiple views
Challenge: Adjustable

NCAA Football '98



NCAA Football '98 blitzes the PlayStation with an overwhelming list of options, smash-mouth gameplay, and an all-inclusive lineup of 112 authentic collegiate teams that will satisfy every fan from UCLA to Kentucky. The best new feature is the Dynasty mode—after each season, your seniors graduate and you have to recruit incoming freshmen to fill their positions, team-specific playbooks, an MVP race, injuries, instant replays, awesome player control, and official bowl games are just some of the other dynamite features. All football fans should definitely have this game in their lives.—10/97



NCAA Football '98 by EA Sports



College football
2 players
Multiple views
Challenge: Adjustable

NCAA Basketball: Final Four '97

Final Four hits the hardwood with 64 collegiate teams, but its lethargic gameplay and slowly scrolling camera eliminate it in a first round blowout. Although you have good control of your players, their lumbering movements hinder the action. FF's a good idea, just poorly executed.—4/97



By Nintendo

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	2.5

College basketball
8 players
Multiple views
Challenge: Adjustable

NFL Full Contact

The worst 32-bit sports game to date, and maybe the worst PlayStation game overall, Full Contact is full of it! Unbelievably bad graphics, absurd camera angles, and silly sounds make Full Contact a game you should rent on some sad night when you need a good laugh. Why, Konami, why?

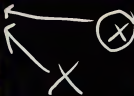


By Konami

Graphics	Sound	Control	Fun Factor
3.0	1.0	1.0	0.5

Football
2 players
Multiple views
Challenge: Adjustable

NCAA GameBreaker



NCAA FOOTBALL GAMEBREAKER

Although GameBreaker is a solid game that plays fast and has some cool features, its overall gameplay and options list can't compare to NCAA '98. The A.J. is outstanding as it keeps track of your stats throughout the year and compensates for your strategies. Another good feature is the GameBreakers, who are stars that have the ability to break games wide open by making spectacular plays. The graphics include slick nuances, like players' uniforms getting progressively muddier on sloppy fields. GameBreaker was good for its time and should still be considered by fans of the college game.—11/96



NCAA GameBreaker by Sony

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

College football
2 players
Multiple views
Challenge: Adjustable



NFL GameDay

With features, options, and game play that rivaled anything else on the market, NFL GameDay is one hot ticket. Back in '95, the PSX's first football game rocked with the coolest sports graphics ever, and the gameplay is just what the next-gen football fan is looking for.—1/96



By Sony



Football
2 players
Multiple views
Challenge: Adjustable

NFL GameDay '97

GameDay '97 comes straight up the middle with championship gameplay and tons of outstanding new features. Its strength is the realistic gameplay, which delivers the most authentic football action, and its A.I., which diagnoses your offensive and defensive moves. Take that, Madden '97!—2/97



By Sony



Football
4 players
Multiple views
Challenge: Adjustable

NFL GameDay '98

GameDay '98 has a dazzling new look, some new moves, and some new speed. But does it topple the crowe price of football? That's a Madden-leg question that's not so easily answered. The gameplay is as close to a sim as possible, but it's some small but important ways, Madden '98 plays more like real-life pro ball. GameDay '98 has a superior look and more arcade-like style, but Madden '98 fields better details like a more realistic passing game, fake blitzes, and so on. Still, GameDay's action is packed with the thrills of pro football, and in terms of other features, the two games are almost equal.—10/97

NFL GAMEDAY 98



NFL Quarterback Club '96

Q 8 Club '96 is worse than Neil O'Donnell in the clutch. The strong options are overshadowed by sloppy game design and a poor A.I. The one-player games are worthless, but the two-player action packs enough punch for the average fan. Overall, though, GameDay just mows it down.—7/96



By Acclaim

Graphics	Sound	Control	Fun Factor
4.0	3.5	5.0	3.0

Football
2 players
Multiple views
Challenge: Adjustable

Replay value: Medium
ESRB rating: Kids to Adults

NFL Quarterback Club '97

Q 8 Club '97 manages a solid effort in terms of features and gameplay, but shortcomings in the graphics and sounds keep it behind the powerhouse of '96, GameDay '97. Visually, ballplayers congeal into a mush of pixels when they collide, marring the decent but unexceptional action.—12/96



By Acclaim

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.5	3.5

Football
2 players
Multiple views
Challenge: Adjustable

Replay value: High
ESRB rating: Kids to Adults

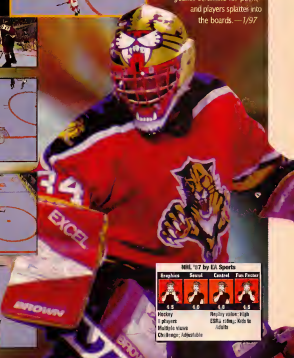
NHL '97

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NHL '97



The 32-bit debut of EA's hallmark hockey series delivers more of that same familiar, flashy action. But despite the excellent graphics, NHL '97's addictive gameplay finishes second to the top-ranked NHL Face-off '97. NHL '97 draws a strategic penalty by failing to provide icon passing and coaching strategies. Still, NHL '97 certainly isn't shallow, and many gamers may prefer its high-octane gameplay—especially with the 16-bit Genesis-like controls. NHL '97's graphics rule the rink with spectacular animations that bring the game to life as goalies scramble for pucks and players splatter into the boards.—1/97



NHL '97 by EA Sports

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.5

Hockey
2 players
Multiple views
Challenge: Adjustable

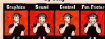
Replay value: High
ESRB rating: Kids to Adults

NHL Faceoff

Faceoff suffers from a few minor shortcomings, but Sony sure concentrated on the right stuff for its stellar hockey debut: fast, kick-butt gameplay. Some key features—fighting, drop passes, all-star teams—are missing, but you'll be too busy blasting pucks and checking punks to notice. —3/96



By Sony



Hockey
2 players
Multiple views
Challenge: Adjustable

NHL Open Ice Challenge

An arcade port, Open Ice's two-on-two hockey checks its way into your house with excellent NBA Jam-style action. If you love hockey and are fond of double-digit scoring, Open Ice is a definite must-buy. All others should drop this puck as a weekend rental. You won't get deked. —3/97



By Midway Home Entertainment



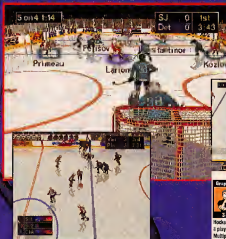
Fantasy hockey
4 players
Side view
Challenge: Adjustable

NHL Faceoff '97

For its second season, Sony returned to the ice with an outstanding game. Although Faceoff '97 stumbles a bit with uninspiring graphics, you won't care once you get caught up in the superb gameplay and innovative features. Right off the bench, Faceoff '97 dazzles the crowd with its new icon passing and an in-depth strategy feature that lets you tune forechecking, breakout speed, and more. Extremely responsive controls are balanced by a tough A.I. The lame 2D graphics, however, are outdated—but at least they don't get in the way of the top-notch action. Faceoff '97 took the 1996 Stanley Cup hands-down. —12/96



NHL FACE OFF '97



NHL Faceoff '97 by Sony



Hockey
4 players
Multiple views
Challenge: Adjustable

NHL Powerplay '96

As the system's second hockey game, Powerplay '96's then-impressive gameplay and graphics skated away with the puck. Its fast action, innovative features, and solid polygonal graphics set off sirens. While it's not perfect, there's more than enough here to keep stick handlers enthralled.—8/96



By Virgin

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5

Hockey
6 players
Overhead view
Challenge: Intermediate

Olympic Soccer

Olympic Soccer, a fast, fluid ball blazer structured around pursuing the gold medal, offers both realistic simulation and arcade action. But though Olympic keeps you happily gunning for goals, there's so much solid competition in this genre that renting them all before buying is wise.—8/96



By Nicks

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.5	4.0

Soccer
4 players
Multiple views
Challenge: Intermediate

NHL Powerplay '98



NHL Powerplay '98



With a year in the lops under its skates, Powerplay returns with a fast hockey sim. PP '98 has all the right features, including coaching strategies and last year's breakthrough line-changing ability, which enables gamers to mix and match offensive and defensive lines on the fly. Other hot additions include fighting, authentic uniforms, and trades. PP '98 brings a fast, fluid game to the rink with nice graphics and solid controls, though the perspectives are still too limited. Overall, its fast, furious action scores, but it's definitely worth waiting until later in the season to see how NHL '98 and Faceoff '98 shape up.—9/97

NHL Powerplay '98 by Virgin

Graphics	Sound	Control	Fun Factor
3.5	4.5	4.5	4.5

Hockey
6 players
Multiple views
Challenge: Intermediate



Olympic Summer Games

Olympic Summer Games crosses the finish line miles behind the champ, International Track & Field. The lame gameplay means that you'll be able to shatter world records after a few plays (there's just no depth), and the weak multiplayer action relegates this one to the bottom ranks.—9/96



By Eden

Graphics	Sound	Control	Fun Factor

Track & field
8 players
Multiple views
Challenge: Adjustable

PGA Tour '96

A champ in its era, PGA Tour '96 immerses you in an intense round of armchair golf with then-spectacular graphics and amazingly comprehensive controls. It bogies big-time on the course count—a scant two—but its deep approach to golf will satisfy your golfing itch for some time.—11/95



By EA Sports

Graphics	Sound	Control	Fun Factor

Golf
4 players
2 courses
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

PGA Tour '97

The top-selling series continues to thrive with the realistic PGA Tour '97. Two snazzy new courses and some realistic enhancements make it more of the same but better. Even though there are long load times between shots, PGA '97 still earns its keep with quality golfing.—11/96



By EA Sports

Graphics	Sound	Control	Fun Factor

Golf
4 players
2 courses
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Power Serve Tennis

With cheesy graphics and pathetic controls, this rudimentary tennis game trips over its own shoelaces. Although Power Serve's tough action moves at a fair clip, the bargain-basement features and drab graphics add up to simplistic tennis. Avoid this poorly executed game.—12/95



By Ocean

Graphics	Sound	Control	Fun Factor

Tennis
2 players
3 courts
Multiple views
Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults

Rally Cross

Rally Cross delivers all the fast-paced excitement of off-road racing. Speed demons may be disappointed as hot doggers will continually wreck—mastering your ride instead of driving fast is the key. Overall, though, the sharp graphics and solid gameplay ensure a fine time for 4x4 fans.—5/97



By Sony

Graphics	Sound	Control	Fun Factor

Off-road racing
4 players
18 courses
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Slim 'N' Jam '96 Starring Magic & Kareem

Don't look for sim action here, the backboards shatter in this arcade-style game. And while Kareem and Magic hit the hardwood, the rest of the NBA is M.I.A. and sorely missed. Slim 'N' Jam is fast 'n' fun with solid control, but it won't satisfy hardcore sim fans or addicted arcade players.—6/96



By Crystal Dynamics

Graphics	Sound	Control	Fun Factor

Basketball
2 players
Scaling behind the backboard view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Striker '96

Striker '96 plays fluidly, but it offers little more than 16-bit game play. This quick-playing arcade-style soccer game handles well, but lame graphics and simplistic action grind it to a halt. Neither boring nor a game you can really sink your teeth into, Striker has speed but lacks finesse.—7/96



By Acclaim

Graphics	Sound	Control	Fun Factor

Soccer
4 players
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

Tecmo Super Bowl

A 16-bit mainstay, Tecmo offers its first 32-bit football game, which plays like a weak 16-bit game. Awkward animation, poorly rendered players, obscure play diagrams, and a clumsy control interface all make Tecmo Super Bowl far less than "super." Don't bother with this effort.—12/96



By Tecmo

Graphics	Sound	Control	Fun Factor

Football
4 players
Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

Tecmo World Golf

In its links debut, Tecmo delivers a monumental 101 courses. But this great variety isn't matched by quality gameplay as the decent action focuses on calculating distances, not drilling tight shots. Visually, the snazzy 3D courses are dragged down by atrocious sounds and player animations.



By Tecmo

Graphics	Sound	Control	Fun Factor
2.5	1.5	2.5	2.5

Cost: 4 players
Multiple views: 191 courses
Challenge: Adjustable
ESRB rating: Kids to Adults

Triple Play '97

Everything you love about baseball is in TP '97, and the sights and sounds make you feel like you're living the experience. Some problems with game speed and base running interfere, but not severely. You don't need a smack from Albert Belle to know Triple ruled the diamonds in '96.—8/96



By EA Sports

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Cost: 2 players
Multiple views: Challenge: Adjustable
ESRB rating: Kids to Adults

Triple Play '98

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TRIPLE PLAY '98



Triple Play '98 rocks the diamond with another round of exceptional baseball. Mesmerizing graphics and sounds combine with deep, addictive gameplay to position it as this year's top baseball title. Triple's exhaustive features provide a complete baseball experience, and the defensive controls



enable you to execute almost any strategy. On offense, however, the base-running controls are too complex, but batting is effective and easy to use. Graphically, it erupts with gaming's sharpest baseball visuals, and the sounds deliver that same dazzle. If you're looking to buy, Triple '98's the only game in town.—6/97

Triple Play '98 by EA Sports

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Cost: 2 players
Multiple views: Challenge: Adjustable
ESRB rating: Kids to Adults

Ten Pin Alley

Striking sparks into the world of bowling, Ten Pin delivers enough fun per frame to be recognized as the kingpin of its sport. The lanes are jam-packed with options, and pinpoint control is achieved through the PGA Tour-like interface. Ten Pin Alley's worthy of the bowling hall of fame.—2/97



By ASC

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Bowling
6 players
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Virtual Pool

VR Sports effectively brings the pool hall to the PlayStation. With 8-ball, 9-ball, Straight, and Rotation games, Virtual Pool scores with nice 3D graphics and exact controls. The gameplay nails the eight ball with real-life ball physics, and the customizable perspective keeps you on the table.—5/97



By VR Sports

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

Pool
2 players
4 games
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Virtual Tennis

Although VT is better than Power Serve, the PlayStation still lacks a good tennis game. VT sports nice features and controls, but the A.I.'s just plain dumb. And the boring graphics and flaccid gameplay send this one into the net. Avoid VT like you'd avoid a Monica Seles fan with a knife.—9/96



By Acclaim

Graphics	Sound	Control	Fun Factor
2.5	1.5	3.0	2.5

Tennis
4 players
Multiple views
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

VMX Racing

VMX wipes out as another bland racing game that takes you on a bumpy ride without the thrills. Because the six tracks and four bikes look and feel the same, the gameplay quickly grows repetitive. The coarse, choppy graphics only worsen its woes. Don't get stuck in the mud with this one.—6/97



By Playmates Interactive

Graphics	Sound	Control	Fun Factor
2.0	1.5	2.5	2.0

Motorcycles
2 players
5 tracks
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

VR Baseball '97

Leading off this year's season, VRB's long on stats but rough around the graphical edges. The gameplay's pretty solid, but it looks like minor-league ball next to Triple Play '98. Visually, VRB sports a nice 3D look, but the frame rate's too slow and stuttery, which fouls up your timing.—5/97



By VR Sports

Graphics	Sound	Control	Fun Factor
2.5	4.0	4.0	2.5

Baseball
2 players
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

VR Golf '97

VR Golf tees off with a strong debut. Although PGA Tour '97 remains at the top of the leaderboard, VRG trails right behind it with respectable gameplay and standout course graphics. If you've conquered PGA, VRG is next on your tour. Golfers will be satisfied with its fresh links and fairly solid action.—12/96



By VR Sports

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Golf
4 players
2 courses
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

VR Soccer '96

VR Sports' first entry fielded easy playability matched with some of the technical aspects of soccer. The then-impressive graphics, which sport graceful polygonal players, made up for hiccups in the controls and sounds. VR Soccer is good foot action for the middle-of-the-road soccer fan.—5/96



By VR Sports

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.5	4.0

Soccer
2 players
Multiple views
Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults

World Cup Golf

World Cup tees up a feeble round of golf. With only one course to offer, the minimal replay value relegates this one to rental status at best—though the frustrating controls and disappointing graphics make even renting a risky choice. Stick to the greens of the PGA Tour series or of VR Golf.—7/96



By Midco

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Golf
10 players
1 course
Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults



The Adventures of Lomax

Level-Select: Press and hold Down, then press Start to pause the game. While the game is paused, press and hold Up, and press Δ , \square , \times , \square . A number should appear on the left side of the screen. To select a level, press and hold L1, and press Select. To go to a level, press and hold L1, and press Start.

Agile Warrior F-111X

Enter the codes while the game is paused:

Maximum Fuel and Armor: Press Left, \square , \square , \square , \square , Up, Δ , Δ , Δ , Right, \square , Down, \times , Δ , Δ , Δ , \square .

Invincibility: Press Left, \square , \square , \square , \square , Up, Δ , Δ , Right, \square , Down, \times , Δ , Δ , Δ , \square .

All Missions Available: Press Left, \square , \square , \square , \square , Up, Δ , Δ , Δ , Right, \square , Down, \times , Δ , Δ , Δ , Up, Up.

Cheryl Marie Boudreau Dance: Press Left, \square , \square , \square , \square , Up, Δ , Δ , Δ , Right, \square , Down, \times , Down, \times , Down, \times , Down, \times , Down, \times .

All Weapons: Press Left, \square , \square , \square , \square , Up, Δ , Δ , Right, \square , Down, \times , R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

Allen Trilogy

Invincibility and Unlimited Ammo: At the title screen, highlight Options, then select Enter Password. At the password screen, enter 1G07P1N8K8C1D800780M. Highlight Accept, and press \times . The words "Cheats Activated" should appear. Return to the main menu and you'll see a new option, Cheats. Highlight Cheats, and press \times . This takes you to a cheat menu.

Stage Skip: At the password screen, enter the password 00LVZ, followed by a number (for example, enter 00LVZ4 and you will go to level 24). Highlight Accept, and press \times .

Area 51

Kronomorph Mode: Don't shoot anything except the first three STARR Team members. You'll then go to a briefing screen. When the game continues, you'll see in infra-red vision as you assume the role of an alien hunter.

Assault Rigs

Enter these codes during the game, but not while it's paused. Each cheat lasts only for the duration of the level.

Invincibility: Press Left, \times , Left, \times , Left, Left, \times , Right, \times , Right, \times , \times .

All Weapons: Press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down.

Battle Arena Toshinden

Play as Gaia: When the options come together from the left and right sides of the title screen, motion Down, Down-Left, Left, and press \square on Controller One. You should hear the word "Fight." At the Player Select screen, put the cursor on Eiji, press and hold Up, and press \square .

Play as Sho: Enter the Gaia code. Play as Gaia and lose to the computer. Don't continue, and let time run out. The game resets, and the title screen appears. When the options come together from the left and right, press Right, Left, Right, Left, \square on Controller Two. A voice will say "Fight." At the Player Select screen, put the cursor on Kayin, press and hold Down, and press \square .

Battle Arena Toshinden 2

Play as Uranus and Master: At the title screen, as the words move in from the left and right, quickly press R1, L2, \times , L1, R2, \square on Controller One. You'll hear a confirming sound if you did the trick correctly and the cursor will turn blue. When you go to the fighter-select screen, put the cursor over the "?" box at the top, then press and hold Select, and you can cycle slowly through the fighters. The bosses Uranus and Master are now added to the lineup of playable characters!

Play as Sho and Vermilion: Enter the code to play as Uranus and Master. At the title screen, as the words move in from the left and right, quickly press \square , R2, L1, \times , L2, R1 on Controller Two. You'll hear a confirming sound if you did the trick correctly and the cursor will turn red. When you go to the fighter-select screen, put the cursor over the "?" box at the top, then press and hold Select, and you can cycle through the fighters. The hidden bosses Sho and Vermilion are now added to the lineup of playable characters!

Black Dawn

Enter the codes while the game is paused:

Maximum Fuel and Armor: Press Select, L2, Select, R2, Δ , Δ , Δ , \square .

Maximum Weapons: Press Select, L2, Select, R2, L1, L2, R1, R2.

Cycle Through Gun Modes: Press Select, L2, Select, R2, Select, Select, Select.

Summon Wingman: Press Select, L2, Select, R2, \square , \square , \square , \square .

Mission Skip: Press Select, L2, Select, R2, Δ , Δ , Δ , Down, Down, Down.

Upgrade Current Weapon: Press Select, L2, Select, R2, L1, L1, R1, R1.

Blast Chamber

Infinite Lives in One-Player Mode: At the main menu screen, press \square , Left, \square , Right, \circ , Down, \circ , Up. Go to Game Select and choose Solo Survivor. You now have infinite lives.

Blood Omen: Legacy of Kain

Enter any of the following cheats during gameplay or while the game is paused:

Refill Blood: Press Up, Right, \square , \circ , Up, Down, Right, Left.

Refill Magic: Press Right, Right, \square , \circ , Up, Down, Right, Left.

Bogey: Dead 6

Access All Missions: At the mission-select screen, press Up, Down, Down, Right, Left, Down, Up, Δ . If the trick is done correctly, you'll hear a shout. You can now play any of the missions.

Access All Planes: At the plane-select screen, press Left, Left, Right, Down, Up, Down, Right, and Select. If the trick is done correctly, you'll hear a shout. You can now select any plane.

Bubble Bobble Also Featuring Rainbow Islands

Debug Menu: At the game-select screen, pick Bubble Bobble. Then, at the Bubble Bobble title screen, press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. You'll hear a chime if you did the trick correctly. Start a game and press R2 at any time. This brings up a debug menu that lets you warp to any level and also increase your lives. Press L2 to exit the debug menu.

Bugsy 3D

Enter the following passwords to access these cheats. The phrase "You are a cheater!" will appear if you entered them correctly.

One-Eyed Buggy: XURASNAKER

Level Warp: XZOOHERKB

Level Cheat: XLVLCHTMSB

Bonus Rounds: XBSCHTNDX

99 Lives: XMUCHOLIFE

All Rockets: XTROCKET

Bust-A-Move 2: Arcade Edition

More Credits: At the title screen, select Options. In the options menu, press Left, Right, R1, R2, L2, L1, Up, Down. A timer will appear, counting down from 30 seconds. Highlight Credits, and tap \times rapidly. The more you press the button, the more credits you get.

Buster Brothers Collection

Stage Select: At the Select Game screen, choose B. Buddies, then select Game Start on the following screen. At the Select Game screen, highlight Normal Game and press and hold Down. While holding Down, press \times . After you choose your character, you'll find a stage-select option.



Command & Conquer

Enter the codes when the game is paused:

Unlimited A10 Air Strike: Press Right, Down, Left, Left, Down, Right, Right, Down, Left, \times , \square , \circ .

Unlimited Ion Cannon: Press Right, Down, Left, Left, Down, Right, Right, Down, Left, \times , \square , Δ .

Contra: Legacy of War

Enter the following codes at the title screen:

Stage Select: Press L2, R1, L1, R2, Left, Right, \circ , \square , R2, L2.

Weapon Select: Press L2, R2, L1, R1, Up, Down, Down, Up. When the game starts, press and hold \square and tap Δ .

More Lives: Press L2, R2, L1, R1, Down, Up, Up, Down.

Unlimited Continues: Press L2, R2, L1, R1, Left, Right, Right, Left.

Crash Bandicoot

Super Password: This password unlocks all the levels and gives you all the hidden items.

$\Delta \Delta \Delta \Delta \times \square \Delta \Delta$

$\Delta \Delta \square \times \Delta \Delta \Delta \Delta$

$\Delta \Delta \square \Delta \times \times \times \times$

The Crow: City of Angels

Passwords

Pier: $\Delta \times \Delta \Delta \Delta \square \times \circ$

Boat: $\times \times \times \Delta \square \times \circ$

Tomb: $\Delta \Delta \Delta \Delta \Delta \Delta \Delta \times \circ$

Grave: $\times \Delta \times \Delta \square \times \Delta \square \Delta$

Church: $\Delta \Delta \Delta \Delta \Delta \Delta \Delta \Delta \Delta$

Day o' Dead: $\times \times \times \Delta \Delta \Delta \times \square \Delta \Delta$

Club: $\Delta \Delta \Delta \Delta \Delta \Delta \Delta \Delta \Delta$

Tower: $\times \times \times \square \Delta \times \Delta \Delta$

Borderland: $\Delta \times \times \times \Delta \Delta \Delta \Delta$

Finale: $\times \times \times \Delta \Delta \Delta \times \Delta \Delta$

All Characters

Become Slicks: $\Delta \Delta \times \square \Delta \Delta \Delta \times \Delta \Delta$

All Characters

Have Long Necks: $\times \Delta \Delta \Delta \Delta \Delta \Delta \times \Delta$

Watch All Cinemas: $\Delta \Delta \Delta \Delta \Delta \Delta \Delta \Delta \Delta$

Crusader: No Remorse

To access the cheats below, enter L08A at the password screen. You'll be told the password is invalid. Then do the following:

Full Health and Energy: Start a game, and simultaneously press \square and R1 any time during play to replenish your health.

All Weapons and Items: Start a game, and simultaneously press \circ and R1 any time during play to get all the weapons and other items.



Dark Forces

Cheat Menu: During gameplay, press Left, \circ , \times , Right, \circ , \times , Down, \circ , \times to access the cheat menu.

Descent

To activate any of the codes, press the buttons during gameplay, but not when the game is paused. Words confirming the cheat will appear at the top of the screen.

Turbo Mode: Press \square , Δ , \circ , \square , \circ , \times , \square , \times , \circ , Δ , \square , \times .

All Keys: Press \square , \times , \circ , Δ , \times , Δ , Δ , \times , Δ , \times .

"More-Wowie-Zowie" (get all the weapons fully-stocked, full level access, and 10 lives): Press Δ , \times , \square , \square , Δ , \circ , \square , Δ , \square , Δ , \times .

Invincibility: Press \square , Δ , \circ , \square , \square , Δ , \circ , \circ , \square , Δ , \times .

Extra Life: Press \square , Δ , \circ , \square , \circ , \times , \square , Δ , \circ , Δ , \times .

Full Shields: Press Δ , Δ , \times , \square , Δ , \circ , Δ , \times , \square , \times , Δ , \times .

Cloaking: Press Δ , \square , \times , \circ , \square , \times , \circ , Δ , \times , \square , \times , Δ .

Descent Maximum

Enter the following cheats during gameplay, but not while the game is paused:

All Weapons, Energy, and Shields: Press \square , Δ , \circ , \square , Δ , \square , \times , \square , \circ , Δ , \square , \times .

All Keys: Press \square , Δ , \times , Δ , \circ , Δ , \times , Δ , \times , Δ , \square , \times .

Invincibility: Press Δ , \times , Δ , \circ , \times , Δ , \square , \times , Δ , \times , \circ , Δ .

Cloak: Press \times , Δ , \circ , \square , \circ , Δ , \square , \times , Δ , \times , Δ , \circ .

Full Shields: Press Δ , \times , \circ , \square , \square , \times , \circ , Δ , \square , \times , \circ , \square .

Go Winoat On/Off: Press Δ , \square , \circ , Δ , \times , \square , Δ , \circ , \square , Δ , \times , \circ .

Extra Life: Press Δ , \times , \square , \circ , Δ , \times , \square , \times , \circ , \times , Δ , \circ .

All Keys and Open All Levels: Press Δ , \square , \circ , \times , Δ , \square , Δ , \times , Δ , \square , \times , \circ .

All Accessories: Press Δ , \circ , Δ , \circ , \times , \times , Δ , \square , \times , \circ , Δ , \times .

Die Hard Trilogy

Enter the codes while the game is paused:

Die Hard

Big Mode: Press and hold R2, and press Right, \square , \square , Down. Unpause the game, and your character will be bigger than usual.

Floating Enemies: Press and hold R2, then press Down, □, △, Down. Unpause the game, and enemies you kill will float away.

Goaty Mode: Press and hold R2, then press Down, ○, ○, Down, △, Down. Unpause the game, and enemies will attack in strange ways.

Infinte Ammo: Press and hold R2, then press Right, Up, Down, Down, □, Right. Repeat this code to get a new weapon every time.

Invincibility: Press and hold R2, then press Left, Right, Up, Down, □. Unpause the game, and you will be invincible.

Stick-Man Code: Press and hold R2, then press △, △, △, △, △, △, △, △, △, Right, Right, Right, Right. All the characters in the game will convert to stick men.

Wire-Frame Mode: Press and hold R2, then press Left, ○, Down, □. Unpause the game, and you'll have wire-frames for objects.

Die Hard 2: Die Harder

Map Editor, Invincibility, and Weapon Select: Start a game and pause it. While the game is paused, press and hold R2, then press Left, Right, Up, Down, □. Press Start for a map editor, and press △ for a weapon-select option.

X-Ray Mode: Press and hold R2, then press Down, □, △, Down. Unpause the game, and all humans will be skeletons.

Die Hard with a Vengeance

Turn Off Clock, and Get Level Select: Press and hold R2, then press Left, Right, Up, Down, □. Unpause the game, then press Start on Controller Two for a level skip and clock toggle option. Press Left or Right to pick a level and press △ to turn the clock on or off.

Unlimited Lives: Press and hold R2, then press Left, ○, Up, Down, □, Right. Unpause the game, and you'll have unlimited lives.

Disruptor

Passwords

Level 2: □○×○△△×○□×□
Level 3: ×△□○×○×○△△△
Level 4: △×△○×○×○△△□
Level 5: ×○△○△××○□○△
Level 6: ○×△××○□○×△
Level 7: □○×△△○□△×△□
Level 8: ○□○△△×○×△××
Level 9: ×○△××○×○△○□
Level 10: ○×××○×○□○△□
Level 11: △△×○×○△△△□
Level 12: ○□△○×○□△×○□
Level 13: △△×□△△○×○×○

Enter the following codes during gameplay, but not while the game is paused:

Invincibility: Press and hold Select, then press L1, ○, ○, ○, ○, △, ×, ×, ○.

All Weapons: Press and hold Select, then press L1, □, △, □, □, ○, □, ○, △.

Doom: Special PlayStation Edition

Enter the codes while the game is paused:

Invincibility: Press Down, L2, □, R1, Right, L1, Left, ○.

All Weapons: Press ×, △, L1, Up, Down, R2, Left, Left.

X-Ray: Press L1, R2, L2, R1, Right, △, ×, Right.

Complete Map: Press △, △, L2, R2, L2, R2, R1, □.

Items on Map: Press △, △, L2, R2, L2, R2, R1, ○.

Level Warp: Press Right, Left, R2, R1, △, L1, ○, ×.

Secret-Level Passwords:

The Military Base: 6LC12PYTHK

Fortress of Mystery: VEH96K4YMP

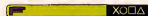
The Marshes: MN3BJ678Z1

The Mansion: 8R13WDDGB

Club Doom: WMYZ8888EQ

Dynasty Warriors

Play as Sun Shang Xiang: At the title screen, highlight 1P Battle, and press Left, Left, Up, Down, △, □, L1, R1. If you did the trick correctly, you'll hear a confirming sound. At the fighter-select screen, highlight Zhao Yun and press Left. Sun Shang Xiang is now selectable.



Felony 11-79

To get the hidden vehicle, satisfy the conditions below:

PCS: Clear the First Stage within four minutes.

GTC: Clear the Second Stage within four minutes.

DBL: Clear the Third Stage within four minutes.

VPR: Destroy more than \$1 million in the First Stage within 300 seconds of the start.

ELS: Destroy more than \$2.5 million in the Second Stage within 270 seconds of the start.

360: Destroy more than \$2.5 million in the Third Stage within the time limit after hitting a telephone booth.

GTC: Drive at over 180 km/hour at the second speed checker and still clear the mission.

FI: Clear the First Mission without damaging any objects.

PLC: Clear the Second Stage with no destruction.

TNK: Clear the Third Stage with no destruction.

Formula 1

Enter the code at the Race Quality screen:

Extra Track: Press Left, ○, ○, △, ○, Up, Right. At the Circuit Select screen, you'll see a new track, the Grand Champion Bonus Track.



Gex

Planet X Password: RYRYRYXB

Press and hold R1 and press Select to pull down the Item menu while entering the button presses for the following trick:

Stage Select: Go to the Dome Area, and press ×, □, ×, Right, Up, Left, ○, ○, Down, Down.

Immediate Powers: Pause the game and press and hold R1 while entering these codes to give you the following immediate abilities:

Super Jump: Press ×, ○, Up, Up, Down, Right, Right.

Invincibility: Press ×, □, Down, Down, Up, Down, Right.

Electric Spit: Press Right, Left, Right, ○, △, Right, ○, Down, Right.

99 Lives: Press Up, ○, △, Down, Right, ○, Down.

Flame Breath: Press ×, Up, Right, Up, Right, Right.

Cold Breath: Press ○, ○, Left, Down, ○, Up, Right.

Gunship

Invincibility: Start any mission and at the loading screen, simultaneously press and hold L1, L2, R1, and R2 until the mission starts. The word "Cheat" appears in the upper-left corner of the screen. Now you are invincible.



Hardcore 4x4

Mother Truck: Go into the Race Type menu, pick Time Trial, then select Start Race. In the Start Race menu, pick Edit Names, and enter MAINLINE. A face will appear in the upper right corner if you did the trick correctly. When you select your truck, you'll find a new vehicle, the Mother truck.



Impact Racing

Enter the following passwords at the Password screen to access these power-ups:

All Weapons: ALL_TOOLEDDUP

Final Level: ENDGAMELEVEL

Invincibility: I.AM.THORTAL

Level Select: RABBITBADGER

Unlimited Ammo: LOADSOFTUFF

Six Bonus Tracks: BONUS.LEVELS

The Incredible Hulk: The Pantheon Saga

Passwords

Level 2: 603E80C530
Level 3: B08E0F0802
Level 4: 00025B698
Level 5: 40074DF12

Independence Day

Additional Options: At the main menu screen, press Left, Right, □, ○, △, Down. You are given a new options screen. To change the options, enter the following names at the name screen:

Change Plane: MR HAPPY
Change City: FOX ROX
Change Other Options: GO POSTAL

In the Hunt

Stage Select: At the Start/Options screen, highlight Start. Then press and hold Up-Left on the control pad and press and hold Select. Then, while still holding those buttons, press ○. A stage-select option appears over the title. Now you can go to any stage in the game and even see the ending.

Iron Man/X-O Manowar in Heavy Metal

The following password gives you full armor, weapons, boost, and 99 lives, and takes you to the last boss in the One-Player mode:

C04A770777777
7777777777777



Jet Moto

Unlock All Tracks: To unlock all tracks, enter the options menu and change the skill level to Amateur and the trophy presenter to Male. Press Start to return to the main menu, then press Up, Right, Down, Left, Up, Right, Down, Left. Go back to the options menu and change the skill level to Pro and the trophy presenter to Rider's Choice. Press Start to return to the main menu, then press Up, Left, Down, Right, Up, Left, Down, Right. If entered correctly, you'll hear a confirming sound.

Jumping Flash!

World Select: At the title screen, put the cursor next to Game Start and press Up, Up, Down, Down, X, X, Left, Right, Left, Right, X, △, X, △. The box at the bottom of the screen turns red. Now when you start a game, press Right and you can go to any world in the game.

Jumping Flash! 2

Super Mode: First, finish the game and save it to your memory card. Then go to the title screen

and load the data. At the title screen, highlight Game Start, and press Left. A new option called Super appears. Play a game in this mode and the levels are the same except you can now jump up to six times!



The King of Fighters '95

Play as Kusanagi and Omega Dural: At the Game Select screen, pick Team Play. At the next screen, pick Team Edit. At the fighter-select screen, press and hold Start. With Start held, simultaneously press Up and ○, simultaneously press Right and □, simultaneously press Left and X, simultaneously press Down and △. Two new characters, Kusanagi and Omega Dural, will appear. Now you can play as these boss characters.

Krazy Ivan

Level Select: Start a game. When the mission-select screen appears (it starts on Russia), press Right (this moves you to Japan, an unavailable mission). When the globe bounces to the left, immediately press and hold Down-Left on the control pad and X. The globe starts bouncing to the right. However, the various missions are unnamed, so you're never exactly sure what stage you may land on.



Loaded

Start a game and pause it. At the Paused menu, press and hold L1 and L2 for at least 10 seconds. While holding L1 and L2, enter any of the cheats below. To use the cheats, highlight them and press X.

Restore Health: Press Right, Right, Left, Down, Down, Up, △, ○.

More Ammo: Press Down, Right, ○, Left, Right, ○.

Weapon Power-Up: Press Right, Down, Right, △.

More Lives: Press Left, Down, Right, △, □, X, ○.

More Smart Bombs: Press R1, R2, X, △, □, ○, R1, R2, ○, ○, □.

Skip Level: Press X, R1, △, R1, □, ○, R2, R2, X, □, △, X.



Machine Head

Enter the codes at the title screen. The cheat will scroll by after it is entered.

Infinite Ammunition: Press ○, ○, ○, ○, L1, ○, L1, L1, ○, L1, L1, ○, L1, L1, L1, L1.

Infinite Energy: Press ○, L1, L1, L1, ○, L1, ○, L1, ○, ○, L1, L1, L1, L1, L1, L1, L1, L1, L1.

Level Select: Press L1, ○, L1, L1, L1, ○, ○, ○, ○, L1, L1, ○, ○, L1, ○, L1, ○, ○, ○, ○. Then press R1 or R2 to select a level.

MechWarrior 2

Enter these passwords for the following cheats:

Cruise Throttle: #AXO/A4YYA
Elemental Chassis: T/XO/AZ<#*
Extra Heat Sinks: #XXO/A4>Y+
Extra Variance: #XXO/<AX<<
Heavy Mechs: #OXO/A>>O/
Invisibility: #XXO/A>UZ
Jump Jets: #YXO/A>YOL
More Ammo: T/OXO/AX.TU
Open Missions: T<XO/AXX<=
Tarantula Chassis: #/XO/A4<LY

Mortal Kombat 3

Special Options Screen: At the trademark screen, press □, X, ○, △, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say "You will never win." Press Up when the screen with the spinning MK3 logo atop the cube that says "Kombat" is onscreen. A question mark appears. Select this option to find several cheats.

Mortal Kombat Trilogy

Play as Chameleon: At the fighter-select screen, select Human Smoke. Then press and hold Left, L1, R2, □, and △. Hold these buttons until the fight starts. When the match starts, Human Smoke explodes into Chameleon. Chameleon has the powers of Classic Sub-Zero, Rain, Smoke, Ermac, Scorpion, and Noob Saibot.

Motor Toon Grand Prix

Extra Options: Highlight Options at the main menu. With Options highlighted, simultaneously press and hold L1, L2, R1, and R2. With these buttons held, press X. This takes you into the options menu where you'll find new options.



Nanotek Warrior

Enter the codes while the game is paused:

Full Shield: Press Select, ○, Right, Up, Up, L1, L1, X.

Warp Speed: Press ○, □, ○, □, △, △, △, X.

Random Carving: Press ○, Select, Left, □, □, Down, Up, X.

NBA Hang Time

Hidden Characters

Enter the following names and PINs at the Enter Name menu:

Dan Amrich: AMRICH 2020
Dan Roan: DANR 0000
Sal Divita: DIVITA 0201
Scottie Pippen: PIPPEN 0000

John Root: ROOT 6000
Sheridan Dursler: SMO 0103
Mark Turnell: TURMEL 0322

NBA In the Zone 2

All-Star Team: At the title screen, highlight Game Start. Then, simultaneously press and hold L1, R2, Select, and Start until the next screen. Enter Exhibition mode and cycle through the teams until you find the All-Star teams.

NBA Jam Extreme

Big Feet: When exiting the Big Head Select screen, press and hold Left or Right.

Head-er-olds (four-player hidden mini-game): While exiting the Select screen, press and hold Up and press Extreme.

Random Team Select: At the Team Select screen, simultaneously press Up and Turbo.

Random Player Select: After you do the Random Team Select cheat, simultaneously press Up and Turbo.

Half-Size Players with Big Heads: At the Big Head Select screen, press Up, Down, Left, Right, Down, Up, and select Yes.

More Cheats: For the following codes, do the first button presses at the Select screen and continue to hold them through the VS screen. The next button presses are done at the VS screen. If the code is entered correctly, one of four mug shots will pop up through the bottom of the screen (a different head for each of the codes below), accompanied by a confirming sound effect.

Permanent Turbo: Press and hold Turbo. At the VS screen, press Up, Down, Up, Down, then release Turbo.

Hidden Codes: Enter the following codes just before tip-off (in the time it takes the ref to walk out and throw up the ball). One code entered by a player affects all players. On multiple button-press codes, if the button is pressed too many times, disallow it. Text will appear onscreen letting you know which codes have been entered.

Computer Assistance Off: Press Extreme, Turbo, Pass, Pass.

Quick Hands: Press Pass, Pass, Pass, Turbo, Turbo, Turbo, Extreme, Extreme, Extreme, Pass, Pass, Pass.

No Goodtending: Press Extreme, Extreme, Extreme, Turbo, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme.

Super Rainbow Shot: Press Turbo, Turbo, Turbo, Turbo, Turbo, Pass, Pass, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo.

Power Push (push a player three times the normal distance): Press Turbo, Turbo, Pass, Pass, Turbo, Turbo, Pass, Pass, Turbo, Turbo, Pass, Pass, Turbo, Turbo.

Maximum Speed Statistic (max out the speed stat for every player): Press Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Pass, Pass, Pass.

NBA Live '97

Debug Menu: At the Game Setup menu, press L1, X, X, L1, X, C, R1, X, C, R1, C. Then simultaneously press and hold Up, Right, Δ, and □ for two seconds. Press Start to exit the screen. Select your teams, then select the team you want to control and press Start. As soon as you do this, simultaneously press and hold Up, Right, R1, L1, Δ, C, O, and X until the screen turns black and the debug options menu appears.

NBA Shoot Out '97

Super All-Star Difficulty: At the game options screen, highlight Game Difficulty and press L1, R1, L2, R2 to access the most difficult level in the game.

The Need for Speed

Machine-Gun Code: Start a game in the Head to Head mode, pick your car, then pick your opponent's car. Then press and hold Up-Left on the control pad, L1, C, and □. Hold these buttons through the Loading screen. When the race starts, instead of a horn (usually activated by pressing Up), you will have a machine gun.

Lost Vegas Track: Select Tournament mode and enter the password **VSXVSS**, then press Start. When you cycle through the tracks at the race-location screen, there will be a new track called Lost Vegas.

Lunar Springs Track: Start a new game, and at the Game Mode screen, select One Player. Then, at the Race Type screen, select Tournament, and enter the password **HGKZCL** and press Start. At the Race Location screen, press □. This takes you back to the Race Type screen. At this screen, enter Single Race. At the Race Location screen, highlight the Rusty Springs track and simultaneously press and hold L1, R1 and Δ. A hidden track, Lunar Springs, appears.

Note: The Lost Vegas Track code must be entered for the following tricks to work.

Rally Mode: Enter the Lost Vegas Track code, then exit the Tournament mode and select either Time Trial, Head to Head, or Single Race. Simultaneously press and hold L1 and R1 at any track at the race-location screen and the name changes to Rally.

Warrior Car: Enter the Lost Vegas Track code, then exit the Tournament mode and select either Time Trial, Head to Head, or Single Race mode. At the car-select screen, simultaneously press and hold L1, L2, R1, and R2. A new car, the Warrior, appears.

No-Mercy Mode: At the race-type screen, simultaneously press L1 and R1, and Head to Head will change to No Mercy.

Arcade Mode: At the race-location screen, scroll down to the number of laps and simultaneously press and hold L1 and R1. The mode changes to Arcade mode.

Need for Speed II

Passwords

Ford Indigo Truck: LILZIP
Monolithic Studios Truck: SHOTME
Pioneer Engines: POWRUP
Army Truck: ARMYME
Army Truck with Different Trailer: SHOWME
Yellow School Bus: BUSME
Car with Sunroof: BEETME
BMW: BHRME
Mercedes Benz: BHRME
Volkswagen Bug: BOOGME
Citroen: CITME
Comanche Pickup Truck: JEPME
Landcruiser: LCME
White Limousine: LIMOME
Mazda Miata: MAZME
Audi Quattro: QWATME
Semi Truck Cab: SEMIME
Tram: TRAMME
Van: VANME
Volve: VOVME
Jeep Renegade: YJME
Brown Wooden Crate: CRATME
Wooden Log: LOGME
Outhouse: OUTME
Green Souvenir Stand: STDA
Blue Souvenir Stand: STDB
Red Souvenir Stand: STDC
T-Rex: TREXME
Covered Wagon: WAGOME
Bonus Car: LILZIP
Bonus Track: SHOTME
Faster Acceleration: POWRUP

NFL GameDay '97

Easter Eggs: At the Options menu, press L1, R1, L2, R2 to access the Easter Egg screen, then enter any of the following passwords for these special abilities:

Explosion on Severe Hits: ATOMIC BOMB
Strong Passing Arm: BAZOOKA
Huge Cheerleaders: BIG GIRLS
Superstars Are Extra Large: BIG STARS
Ref Doesn't Call Pass Interference or Personal Fouls: BLIND REF
Louder Football Noises: CRUNCHY
Lights Out During Night Game: DARK NIGHT
Field-Goal Range Increases: DEMPSEY
Spins Are More Effective: DERSVIE
Reduces Injuries: DOC
Players Twitch: ELECTRIC FB
All Players Are Almost Equal: EQUALIZER

in the lower right corner. Then press **Right, Right, Right, Down, Down, Down**, then simultaneously press **○** and **×**.

Play as M. Bison: For Player One, at the player-select screen, press and hold **L2**. Then move the cursor over the "7" box in the lower left corner and press **Left, Left, Down, Down, Left, Down, Down**, then simultaneously press **□** and **△**. For Player Two, press and hold **L2**. Then put the cursor over the "7" in the lower right corner of the screen and press **Right, Right, Down, Down, Right, Down, Down**, then simultaneously press **○** and **×**.

Play as Dan: For Player One, press and hold **R2** or **L2**. Then put the cursor over the "7" box in the lower left-hand corner and quickly press **△**, **□**, **×**, **○**, and **△**. For Player Two, press and hold **R2** or **L2** and put the cursor over the "7" box in the lower left corner. Then quickly press **△**, **□**, **×**, **○**, and **△**.

Fight Against Akuma: Start a new game and pick Arcade Mode. At the fighter-select screen, pick any fighter and immediately simultaneously press and hold **L2, R2**, and **×**. Hold the buttons until the match starts. Just before you fight, Akuma will jump in and fight you.

Street Fighter Alpha 2

Play as Evil Ryu: At the player-select screen, move the cursor over Ryu and press and hold **Start**. While holding **Start**, move the cursor over these fighters in the following order: Adon, Akuma, Adon, Ryu, then press any button. When the match starts, you'll play as a much deadlier version of Ryu.

Play as Powerful Akuma: At the player-select screen, move the cursor over Akuma and press and hold **Start**. While holding **Start**, move the cursor over these fighters in the following order: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rionto, Sakura, Rose, Birdie, Akuma, then press any button. When the match starts, you'll play as a deadlier version of Akuma.



Tecmo World Golf

Metallic Character: Go into the Customize Player mode and enter the following name: **R. Maee1** (there is no space between the first initial and the last name). Then pick the face of Bob Taylor as your golfer. Start a game, and during the Now Loading screen, press **Left, Up, Right, Down, R1**. When the game starts, you'll have a shiny metallic golfer.

Tekken 2

Play as the Sub-Bosses: To play as any of the characters' alter egos, finish the game with any character. To make things easier, set the game to Easy, set the timer to the lowest match time, and

set the fights to one round. Be sure to save the hidden characters to the memory card.

Super-Deformed Characters: To play the game with super-deformed characters, do the hidden-fighters' trick above. Then, whenever you select a fighter for a one- or two-player game, hold **Select**. When you pick your fighter, your character will be larger than normal. If the winner of two rounds continues to press and hold **Select** for the next match, his fighter will be even bigger.

Punch-Out Mode: First, you must have access to all the bosses and hidden fighters with the memory card. Then, at the character-select screen, press and hold **L1** and **L2**. Select your fighter. When the match starts, your view will change to first-person and you will fight as a wire-frame image of your character.

Ten Pin Alley

Taunts: To taunt your opponent in Team Play mode, during their approach, simultaneously press and hold **L1, L2, R1**, and **R2**. Hold the buttons, then press any of the following:

"Choke": Press **△**.
"Loser": Press **□**.
"You suck!": Press **×**.
"Miss!": Press **○**.

Test Drive: Off-Road

At the drivers' name entry screen, enter the following to gain access to these hidden cheats.

Monster Truck: **BEEFY**
Hot Rod: **FIFTY**
Stock Car: **LOWRIDER**
4x4 Buggy: **SPRINTER**
Track Seven: **FRIENDLY**
All 12 Tracks: **ALLTRACK**

Tigershark

Passwords

Start at Level 2: **AKULA**
Start at Level 3: **PASHA**
Start at Level 4: **MIRAS**
Start at Level 5: **NAKAT**

Tokyo Highway Battle

Lots of Money: Start the game, and when the Jaleco logo appears, press and hold **L1, L2, R1, Down** and **Start** on Controller Two. Hold them until the title screen appears. Then, when you buy parts for your car, your money will be maxed out. Now you can buy any part you like.

Tomb Raider

Get All Weapons: Start a game and press **Select** to enter the inventory screen. At the inventory screen, press **L1, △, R2, L2, L2, R2, ○, L1**. Then press **Down** to go into the Options menu. Press **Up** to go back into the inventory menu, and you'll have all the weapons, including the machine gun and shotgun.

Stage Select: At the title screen, press **Start** to enter the menu with Play Game and other options. Move the cursor to Password and hold **Select**. While holding **Select**, press **△, L1, □**, then release the **Select** and press **△, L1, □, △, L1, □**. A round-select should appear. Press **Right** or **Left** to go to any stage.

Triple Play '98

Hidden Team: At the team-select screen, press **L2, R2, L2, R2, ○** to access the EA Dream Team.

Hidden Stadium: At the stadium-select screen, press **L1, R1, L1, R1, □** to access three hidden stadiums: Ebbets Field, the cornfield, and Polo Grounds.

Home Run: While at the plate, make your next hit a home run. Simultaneously press and hold **L1, R1, L2, R2**. Hold the buttons and press **Up, △, Left, Right, □, ○, Down, ×**.

Twisted Metal

Passwords

Note: A _ designates a blank space.

Secret Battle: **□△×□□**
Minion Found: **△×□□□**
Invincibility: **□△×_○**
Warehouse District: **□△□□□**
Freeway Free-For-All: **×□□□△**
River Park Rumble: **×□□□□**
Assault on Cyburbia: **×□△△△**
Roottop Combat: **□△×○×**

Twisted Metal 2

Play as Minion: At the car-select screen, press **L1, Up, Down, Left**. You'll hear a gunshot. Cycle through the cars, and you'll find Minion between Shadow and Hammerhead. Minion is maxed-out in everything except speed.

Play as Sweet Tooth: At the car-select screen, press **Up, L1, △, Right**. You'll hear a gunshot. Now, when you cycle through the cars, you'll find Sweet Tooth between Shadow and Hammerhead.

Secret Tracks

Note: The following tricks work only in a two-player Challenge Match.

Cyburbia: At the Choose Battleground screen, press **Down, Up, L1, R1**. You'll hear a gunshot. When the match starts, you'll be in the Cyburbia stage from the first Twisted Metal game.

Jet Moto: At the Choose Battleground screen, press **Up, Down, Right, R1**. You'll hear a gunshot. When the match starts, you'll be in a stage from the racing game Jet Moto.

Roottops: At the Choose Battleground screen, press **Down, Left, R1, Down**. You'll hear a gunshot. When the match starts, you'll be in the Roottops stage from the first Twisted Metal game.



Viewpoint

Enter the codes while the game is paused:

Stage Skip: Press □, ○, △, Right, Left, Down, R1, L2, R2, L1.

Invincibility: Press □, □, ○, ○, △, ×, □, Up, Up, Down, Down, L1, R1, Select.

VR Baseball '97

Field of Dreams: At the options screen, highlight the Credits option and press □, ○, □, ○, △. Start the game and you'll be playing in a corn-field like in the movie *Field of Dreams*.



Warhawk

Enter the following passwords at the Special Access option:

Note: A _ designates a blank space

Warhawk A-La Mode (infinite weapons and invincibility): ○○○_ × △ × ×

Infinite Weapons: △△○○△△△ ×

Thor Mode (9999 Flash Bombs):
□□□□ × △ △

Kali Mode (super swarms, ultra lock-ons):
× ○ ○ × △ ○ △

Preview the Epitaphs:

□□_□□ × □ △

Check Special Upgrades: □_ ○ □ △ × × □

Preview the Movies: △ × _ ○ × △ □

Desert Level: △ □ × △ × □ □

Canyon Level: ○ △ △ × ○ ○ □ □

Airship Level: × △ × □ □ □ □ △

Volcano Level: □ △ × × △ ○ □

Gauntlet Level: △ ○ △ ○ △ × □ □

Stormland: △ × △ □ ○ × ○ ○

Williams Arcade's Greatest Hits

Cheat Menu: Start any of the arcade games and pause it. Then press and hold L2 and R2, then simultaneously press Select and Start. This brings up the Bookkeeping screen. At this screen, press and hold L2 and R2 and simultaneously press Start and Select again. You then go to a Game Adjustment screen where you can select the difficulty, number of lives, and more.

Wipeout

Go to the player-select screen, highlight One Player, then press the following:

Rapier Class: Simultaneously hold R2, L2, Left, Start, and Select. While holding these buttons, press ×.

Firestar Track: Simultaneously hold R1, L1, Right, Start, ○, □. While holding these buttons, press ×.

Wipeout XL

Phantom Class: At the Setup screen, simultaneously press and hold L1, R1, and Select. While holding these buttons, press △, △, △, ○, ○, ○. At the Track/Class screen, a new class appears, the Phantom Class.

Infinite Time: Pause the game during a race. Then simultaneously press and hold L1, R1, and Select. While holding these buttons, press △, □, ○, ×, △, □, ○, ×. Unpause the game and you have infinite time.

Infinite Shields: Pause the game during a race. Then simultaneously press and hold L1, R1, and Select. While holding these buttons, press △, ×, □, ○, △, ×, □, ○. Unpause the game and your shields never run out.

Access to All Tracks: At the Essential Options screen, simultaneously press and hold L1, R1, and Select. While holding these buttons, press □, ○, △, ○, □.

Piranha Ship: At the Essential Options screen, simultaneously press and hold L1, R1, and Select. While holding these buttons, press ×, ×, ×, ○, △, □.

Infinite Weapons: Pause the game any time during a race. While the game is paused, press and hold L1, R1, and Select. While holding these buttons, press ×, ×, □, □, ○, ○, △. Unpause the game and you will have all the weapons.

Machine Gun: Start a game and pause it. While the game is paused, press □, ○, ×, □, ○, ×, △. Unpause the game and you are now armed with a deadly machine gun instead of special weapons.

Funky Vehicles: Press and hold L1, R2, Start, and Select while turning on the PlayStation. Hold the buttons until the Wipeout XL copyright screen. The moment the copyright screen appears, release the buttons. When the game starts, all the ships have been replaced by funky characters.

Challenge Mode I & II: From the essential-options screen, enter Options. At the Options Mode screen enter the Password option. Enter the following passwords for two new race modes:

Challenge I:

□○□△○○△○○□□△ × □

Challenge II:

□○□△○○△ × □ × △ △ × ○ ○

When you enter the Race Type menu, there will be two new modes—Challenge I and Challenge II.

WWF: In Your House

Enter the codes while the game is paused:

Computer Players Off: Press Left, Left, Up, Down, R2.

Big Damage On: Press Up, Up, L1, L2, Down.

Combos On: Press R1, L2, R2, L2, Right.

Small Human Damage On: Press Down, Up, L2, Right, Left.

No Human Damage: Press R2, L2, R2, L2, R1.

Auto Super Pins: Press Down, Down, Down, Down, L1.

WWF Wrestlemania: The Arcade Game

Unlimited Combos: At the character-select screen, simultaneously press and hold R2 and L1. While holding these buttons, press □, ×, ○, and △. The word "Combo" will appear under your character.

Enter the codes while the game is paused:

Invincibility: Press ×, △, R2, Up.

Weaken Opponent: Press ×, △, L2, Right.

Stop Timer: Press ×, △, R2, Left.

Powerful Hits: Press ×, △, L2, Down.

Reset Cheats: Press □, ○, △, ×.



Zero Divide

Tiny Phoenix Game: Turn the game on and wait for the Zoom logo. When the Zoom logo appears, press and hold Start and Select on Controller Two.

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TEKKEN 2

Tekken 2 is one of the best fighting games to hit the PlayStation! We show you the combos, special moves, linking moves, and throws for the eight original fighters, the new characters (Jun and Lei), and all the sub-boss and boss characters, including Devil and Angel.

Controller Legend



LK = Left Kick
LP = Left Punch
RK = Right Kick
RP = Right Punch

Motion = Move the joystick in one smooth, continuous motion.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



Move List Color Key: The color key below indicates the type of move.

Throws = Red

Linkers = Rust

Counter Moves = Purple

Special Moves = Green

Super Moves = Blue

Nina

Hip Toss	When in close, tap (RP RK)
Arm Flip	When in close, tap (LP LK)
Elbow Smash	When in close, tap ¼, hold ½ (LP RP)
Shoulder Toss	When in close, hold →, tap (LP LK)
Behind Grab	When behind an opponent, tap (LP LK) or (RP RK)
Hip Toss to Arm Breaker	When in close, tap (RP RK), quickly tap LP, RP, LP, RP, LP, LK
Face Smack to Over the Shoulder Arm Breaker	Motion ↓ ¼ → (LP RP), quickly tap LK, RK, LK, (LP RP)
Face Smack to Double Arm Breaker	Motion ↓ ¼ → (LP RP), quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)
Face Smack to Ground Arm Breaker	Motion ↓ ¼ → (LP RP), quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)
Face Smack to Double Neck Breaker	Motion ↓ ¼ → (LP RP), quickly tap RP, LK, RK, RP, RP, LP, (LK RK), LP, RP, (LP RP)
Leg Grab to Somersault Arm Breaker	Motion ↓ ¼ → (LK RK), (LK RK), quickly tap LK, RK, (LP RP)
Leg Grab to Ankle Snap to Leg Pretzel Lock	Motion ↓ ¼ → (LK RK), (LK RK), quickly tap RP, RK, (LP RP), LP, LK, (RP RK), (LK RK), (LP RP)
Leg Grab to Ankle Snap to Leg Breaker	Motion ↓ ¼ → (LK RK), (LK RK), quickly tap RP, RK, (LP RP), LP, LK, (RP RK), (LK RK), (LP RP)
Counter	Tap (← RP LK) or (← LP RK)
Vertical Kick	Motion ↓ ¼ LK
Ground Slide Kick	Tap ¼, RK
Chop Punch	Hold ←, tap RP
Stab Punch	Hold ←, tap LP
Wrist Thrust	Tap →, (→ LP RP)
Flop Kick	Tap →, (→ RK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↑ RP)
Super Chop	Tap (← LP RP)

King

Brain Buster	Tap (RP RK)
Coconut Crush	Tap (LP LK)
Frankensteiner	Tap (¼ LK RK)
DDT	Tap ¼, (← LP RP)
Pile Driver	Tap ¼, (→ LP RP)
Wind Sweeper	Motion → ¼ ↓ ¼ → ¼ → LP
Figure-Four Leg Lock	Hold ¼, tap (LP RP)
Behind Grab	When behind an opponent, tap (LP LK) or (RP RK)
Jaguar Driver to Face Buster	Motion ↓ ¼, hold →, tap LP, quickly tap (LP RP)
Jaguar Driver to Boston Crab	Motion ↓ ¼, hold →, tap LP, quickly tap (LP RP), LK, RK, (LP RP)
Octopus Hold	Tap (¼ RK), RK, RK, RK, RK, RP, LP, LK
Stun Punch to Jaguar Back Breaker	Tap →, →, neutral for one second, then tap RP, quickly tap RP, (LP RP)
Stun Punch to Power Bomb	Tap →, →, neutral for one second, then tap RP, quickly tap RP, (↑ LP RK), (↓ LK RK)
Achilles Hold to Neck Breaker	Tap →, hold ¼, tap (RP LK), quickly tap LP, RP, LK, LP, (LP RP)
Achilles Hold to Scorpion Death Lock	Tap →, hold ¼, tap (RP LK), quickly tap (LP RP), LK, LP, (LP LK)
Achilles Hold to Death Lock to Romeo Special	Tap →, hold ¼, tap (RP LK), quickly tap (LP RP), LP, LK, (LP RP), (LP RP), LK RK, (LP RP), (LP RP), LK RK, (LP RP)
Close Reverse Arm-Clutch Slam	Tap →, hold ¼, tap (RP RK), RP, LP, (LP RP), (LK RK), (LP RP), LP, RP, (LK RK), RP, LP, LK, RK
Spinning Jump Kick	Tap →, →, (→ LK RK)
Big Boot	Tap →, (→ RK)
Knuckle Bomb	Tap (¼ LP RP)
Uppercut	Hold ↓, ¼, tap RP
Dive Attack	Tap →, (→ LP RP)
Hammer Head	Tap (¼ LP RP)
Power Clothesline	Hold →, tap (LP RP)
Elbow Smash	Tap (↓ LP RP)
Jump Kick	Tap →, (→ LK RK)
Knee Hard Pounce	Tap (¼ RP RK)
Shoulder Hard Pounce	Tap (¼ RP RK)

Yoshimitsu

Sword Bash	Tap (RP RK)
Body Press	Tap (LP LK)
Dive-Bomb Grab	Motion ↓ ¼, hold ←, tap (LP RP)
Behind Grab	When behind an opponent, tap (LP LK) or (RP RK)
Counter	Tap (← LK RK)
Flop Kick	Tap →, (→ LK RK)
Flop Kick to Corkscrew	Tap →, (→ LK RK), (LP RP)
Spinning Elbow	Tap (← LP) Note: Keep tapping LP to repeat again
Spinning Leg Sweep	Tap (← LP) Note: Keep tapping LP to repeat again
Backfist Spin	Tap (← RP) Note: Keep tapping RP to repeat again
Knee Charge	Tap →, (→ RK)
Thrust Kick	Tap RK, LK
Backhand	Tap (→ RP)
Life Rejuvenator	Tap (↓ LP RP)
Teleport	Tap (↓ LP RP), tap ← or →
Helicopter Attack	Tap (↑ LP RP)
Turn Back to Enemies	Tap →, hold →, tap (LP RK)
Suicide Attack	Tap (↓ LP RK)
Sword Slash	Tap (← LP)
Spinning Sword	Tap ←, (← LP), LP
Sword Trip	While crouching, tap ¼, hold ←, tap LP
Hard Pounce	Tap (↑ LK RK)
Super Hard Pounce	Tap (↑ RP)
Sword Stab	Tap ←, (← LP)

Law

Atomic Noogie	Tap (RP RK)
Atomic Body Slam	Tap (LP LK)
Dragon Knee	Tap →, hold →, tap (LK RK)
Behind Grab	When behind an opponent, tap (LP LK) or (RP RK)
Atomic Noogie to Face Plant	Tap (RP RK), quickly tap LP, RP, (LP RP)
Side Kick	Tap (¼ LK)
Low Flop Kick	Charge ↓ for one second, tap (↑ RK)

Note: Tap ¼ is flip toward your opponent; tap ½ is flip away.

Move List Color Key: The color key below indicates the type of move.

Throws = Red

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Counter Moves = Purple

Special Moves = Green

Super Moves = Blue

High Flip Kick Charge ↓ for one second, hold (↑ RK)

Note: Tap A is flip toward your opponent; tap K is flip away

Super Flip Kick Charge ↓ for one second, tap (↑ LK RK)

Note: Tap A is flip toward your opponent; tap K is flip away

Flying Side Kick Tap →, →, (→ LK)

Note: This move always a blocking opponent.

Standing Flip Kick Tap (LK RK)

Sweep Takedown Tap (← RK)

Slide Hold ↓, tap ↘, (↘ LK)

Dive Attack While running, tap (LP RP)

Dive Kick While running, tap RK

Hard Pounce Tap (↑ RP) or (↑ RP)

"Bruised Lee" Fury Tap (← LP RP)

Jun

Arm Flip When in close, tap (RP RK)

Arm Breaker When in close, tap (LP LK)

Behind Grab When behind enemy, tap (LP LK) or (RP RK)

Arm Takedown When in close, hold (↘ RP LK)

Counter Hold (← LP LK) or (← RP RK)

Double Stab Punch Tap LP, LP

Roundhouse Flip Kick Tap (LK RK)

Front Snap Kick Hold ↓, tap (LK RK)

Stab Punch Hold →, tap LP

Back Flip Hold ←, tap LK

Flip Kick Uppercut Juggle Hold ←, tap LK, RP

Roundhouse Tap (→ RK)

Axis Shift Roundhouse Tap (→ LK)

Sweep Tap (← RK)

Shin Kick to Backhand Tap (LP RK)

Dive Attack While running, tap (LP RP)

Dive Kick While running, tap RK

Hard Pounce Tap (↑ RP) or (↑ RP)

Super Axis Roundhouse Tap (→ LK), hold →

Lei

Neck Breaker When in close, tap (RP RK)

Leg Press When in close, tap (LP LK)

Arm Flip When in close, tap →, hold (→ LP RP)

Behind Grab When behind enemy, tap (LP LK) or (RP RK)

Lie Down Hold (↓ LK RK)

Note: You can perform two moves following this move.

Lie Down to Kick Thrust Hold (↓ LK RK), tap (LK RK)

Lie Down to Rising Spin Kick Hold (↓ LK RK), tap LK, RK

Turn Back to Enemies Hold (← LK RK)

Note: You can perform six moves following this move.

Turn Back to Backfist Hold (← LK RK), tap LP

Turn Back to Takedown Punch Hold (← LK RK), tap (↓ LP)

Turn Back to Uppercut Hold (← LK RK), tap RP

Turn Back to Side Kick Hold (← LK RK), tap RK

Turn Back to Back Flip Hold (← LK RK), tap (LK RK), (LK RK), (LK RK)

Turn Back to Flying Kicks Hold (← LK RK), tap (↓ RK RK)

Flying Roundhouse Tap (← RK), RK

Spinning Roundhouse Tap LK, RK

Slide Kick Takedown Hold (→ LK), tap RK

Leg Trip Tap LK, LK

Backward Spin Kick Tap RK, LK

Flying Leg Takedown Tap →, →, hold (→ LK)

Dive Attack While running, tap (LP RP)

Dive Kick While running, tap RK

Hard Pounce Tap (↑ RP) or (↑ RP)

Super Move Hold ←, tap (LP RK)

Note: You can perform two moves following this move.

Super Kick Hold ←, tap (LP RK), hold ←, tap RK

Super Side Kicks Hold ←, tap (LP RK), hold ←, tap LK, LK, LK, LK

Paul

Reverse Arm Cross When in close, tap (RP RK)

Shoulder Throw When in close, tap (LP LK)

Leg Flip When in close, tap (← LP LK)

Power Elbow Throw When in close, tap →, (→ LP RP)

Arm Takedown When in close, hold ↘, tap (LP RP)

Behind Grab When behind enemy, tap (LP LK) or (RP RK)

Body Tackle to Punching Bag Hold ←, tap (LP RP), quickly tap RP, LP, RP, LP, RP, LP

Punching Bag to Neck Breaker Hold ←, tap (LP RP), hold ↓, tap RP, LP, LP, neutral for a second, quickly tap RK, LP, (LP RP)

Counter Hold (← LP LK) or (← RP RK)

Lunge Punch Motion ↓ ↘ to RP

Flip Kick Tap →, (→ RK)

Note: This move always a blocking opponent.

Elbow Punch Hold ↓, tap (↘ RP)

Note: You can perform two moves following this move.

Elbow Punch to Uppercut Hold ↓, tap (↘ RP) for the Elbow Punch, then tap RP

Elbow Punch to Lunge Punch Hold ↓, tap (↘ RP) for the Elbow Punch, then tap LP

Super Elbow Punch Tap →, hold →, tap RP

Dive Attack While running, tap (LP RP)

Dive Kick While running, tap RK

Hard Pounce Tap (↑ RP) or (↑ RP)

Super Move Hold ←, tap (LP RP)

Michelle

Fisherman's Suplex When in close, tap (RP RK)

Front Suplex When in close, tap (LP LK)

Full-Nelson Suplex When in close, hold ↘, tap (LP RP)

Behind Grab When behind enemy, tap (LP LK) or (RP RK)

Power Punch Tap (LP RP)

Two-Hit Juggle Uppercut Tap (↘ RP), LP

Front Snap Kick Tap (↘ LK)

Punch and Side Step Tap (← RP)

Move List Color Key: The color key below indicates the type of move.

Throws = Red

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Super Moves = Blue

Spinning Back Kick	Tap (LK RK), RK
Elbow Lunge	Tap →, (→ LP)
Super Elbow Lunge	While crouching, hold ↘, tap RP
Lunge Punch	Motion → ↘ LP
Rising Uppercut	Tap LK, RP
Charging Uppercut	Tap (→ LP)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Hard Pounce	Tap (↗ LK RK)
Super Move	Hold →, tap (LP RK)

Heihachi

Power Bomb	Tap (RP RK)
Neck Breaker	Tap (LP LK)
Head-Butt	Tap →, (→ LP RP)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Counter	Tap ←, ←, (LK RK)
Sweep Kick	Tap (↗ RK), RK
Charging Uppercut	Motion → ↘ RP
Flying Kick	Tap →, →, (→ LK)
<i>Note: This move starts a blocking opponent.</i>	
Axe Kick	Tap (→ RK)
Flip-Kick	Tap RK, LK
Hard Pounce	
Super Uppercut	Motion → ↘ LP
Double-Punch Uppercut	Tap (↘ LP), RP
Sweep Kick	Motion → ↘ RK
<i>Note: Keep tapping RK for more hits.</i>	
Super Axe Kick	Tap →, (→ LK)
Super Lunge Punch	Motion → ↘ RP
Flying Slide Kick	Motion → ↘ LK
Flying Sweep Kick	Motion → ↘, hold ↘, tap LK
Flying Roundhouse	Tap (↗ LK), RK
Power Uppercut	Tap →, (→ RP)
Elbow Smash to Lunge Punch	Tap (↓ LP), (→ RP)
Power Stomp	When opponent is on the ground, tap (↓ RK)

Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Move	Hold →, tap (LP RK)

Jack 2

Wrist-Up Slam	When in close, tap (RP RK)
Catapult Throw	When in close, hold ↘, tap (RP RK)
Pile Driver	When in close, tap ↘, hold →, tap (LP RP)
Back Breaker	When in close, motion ↓ ↘, hold ←, tap RP
Pyramid Driver	When in close, motion ↓ ↘, hold →, tap LP
Behind Grab	When behind enemy, tap (RP RK) or (LP LK)
Hell Press to Chest Slam	When in close, tap (LP LK), then quickly tap (LP RP)
Spring Hammer Punch	While crouching, hold ↓, tap (LP RP)
Machine-Gun Knuckle	Tap (↗ LP), LP, LP, LP, LP, RP
Double Hammer	Tap (LP RP), (LP RP)
Megaton Punch	Motion ← ↘ ↓ RP
Power Scissors	Tap (→ LP RP)
Sit on the Spot	Tap (↗ LK RK)
Sitting Move	Tap (LK RK), LP, RP, LP, RP
Bravo Knuckle	Tap (↓ LP RP)
Megaton Sweep	Motion ← ↘ ↓, hold ↘, tap LP
Dive Attack	While running, tap (LP RP)
Dive Sprawl	While running, tap (LK RK)
Hard Pounce	Tap (↑ RP) or (↗ RP)

Super Move	Motion 360 degrees toward opponent starting from →, then tap LP
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Note: Keep doing the motion to the count of five to increase the power of the punch.

Kazuya

Double Kick Hold	When in close, tap (LP LK)
Hip Toss	When in close, tap (RP RK)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Head-Butt	When in close, tap →, (→ LP RP)

Counter	Tap →
Stun Punch	While rising, tap RP
Sweep Kick	Motion → ↘ RK, tap RK
Lunging Uppercut	Tap →, ↓, hold ↘, tap RP
Charging Uppercut	Tap →, ↓, hold ↘, tap LP
Hurricane Sweep Kicks	Tap (↗ RK), RK, RK, RK
Takedown	Tap (↘ LP RP)
Front Flip	Tap RK, LK
Axe Kick	Tap →, (→ LK)
Snap Kick	Tap (→ RK)
Spinning Backhand	Tap (→ RP)
Jumping Spin Kick	Tap (↑ RK) or (↗ RK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Uppercut	Tap (← LP RK), or hold ←, tap (LP RK)

Lee

Atomic Noogie	Tap (RP RK)
Rude Awakening	Tap (LP LK)
Dragon Knee	Tap →, hold →, tap (LK RK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Slide Kick	Tap (↘ LK)
Low Flip Kick	Charge ↓ one second, tap (↑ RK)
<i>Note: Tap ↗ to flip toward opponent, tap ↘ to flip away.</i>	
High Flip Kick	Charge ↓ one second, hold (↑ RK)
<i>Note: Hold ↗ to flip toward opponent, hold ↘ to flip away.</i>	
Super Flip Kick	Charge ↓ one second, tap (↑ LK RK)
<i>Note: Tap ↗ to flip toward opponent, tap ↘ to flip away.</i>	
Front Snap Kick	Motion ↓ ↘ RK
Slide	Hold ↓, tap ↘, (↘ LK)
Lunging Dragon Slide	Tap →, →, (LK RK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Back Kick	Tap (↓ LK RK)

Move List Color Key: The color key below indicates the type of move.

Throws = Red

Linkers = Rust

Counter Moves = Purple

Special Moves = Green

Super Moves = Blue

Baek

Snap Mare	When in close, tap (RP RK)
Side Hip Toss	When in close, tap (LP LK)
Tripp Up	When in close, tap (LP LK)
Neck Breaker	Tap →, (→ RP)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Holding Stance	Tap ←, (← LK)
Axe Kick	Hold ←, tap (← LK)
Stomp Kick	Tap →, (→ RK)
Spinning Air Kicks	Tap (↗ LK, RK, LK)
Back Fist	Tap (→ RP)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Leg Drop	Tap (↘ LK RK)

Kunimitsu

Face Bash	When in close, tap (RP RK)
Body Press	When in close, tap (LP LK)
Hip Toss	When in close, tap ↓ (← LP LK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Flip Kick	Tap →, (→ LK RK)
Flip Kick to Corkscrew	Tap →, (→ LK RK), (LP RP)
Spinning Elbow	Tap (← LP)
Note: Keep tapping LP to repeat spins.	
Spinning Leg Sweep	Tap (← LK)
Note: Keep tapping LK to repeat spins.	
Knee Charge	Tap →, (→ RK)
Sweep Kick	Hold ↓, motion ↘ → LK
Side Stab	Tap (← RP)
Overhead Stab	Tap (← RP)
Lunging Side Stab	Tap →, (→ RP)
Dive Attack	While running, tap (LP RP)
Hard Pounce	Tap (↗ LK RK)
Super Hard Pounce	Tap (↑ RP)

P. Jack

Wrist-Up Slam	When in close, tap (RP RK)
Hall Press to Chest Slam	When in close, tap (LP LK)
Face Plant	When in close, motion ← ← ↓ (RP LK)
Behind Grab	When behind enemy, tap (RP RK) or (LK RK)
Choke Hold to Power Punch	When in close, tap (RP RK), motion ← ← ↓ ↘ → RP
Machine-Gun Knuckle	Tap (← LP), LP, LP, LP, LP, RP
Double Hammer	Tap (LP RP), (LP RP)
Megaton Punch	Motion ← ← ↓ RP
Power Scissors	Tap (→ LP RP)
Sit on the Spot	Tap (↗ LK RK)
Megaton Uppercut	Motion ← ← ↓ ↘ LP
Flying Drop	Tap (LK RK)
Note: Keep tapping (LK RK) to fly higher.	
Standing Dive Attack	Tap (→ LK RK)
Dive Attack	While running, tap (LP RP)
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Chop	Tap (→ RK), LP

Armor King

Brain Buster	Tap (RP RK)
Coconut Crush	Tap (LP LK)
Frankenstein	Tap (↘ LK RK)
DDT	Tap ←, (← LP RP)
Pile Driver	Tap ←, (→ LP RP)
Mind Sweeper	Motion → ← ← ↘ ↘ → LP
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Brain Buster to Pile Driver	When in close, tap (RP RK), quickly tap ↓, ↓, (↓ LP RP)
Spinning Jump Kick	Tap →, →, (→ LK RK)
Big Boot	Tap →, (→ RK)
Knuckle Bomb	Tap (↘ LP RP)
Uppercut	Hold ↓, ↘, tap RP

Charging Uppercut	Motion → ↓ ↘ LP
Shoulder Hard Pounce	Tap (↗ RP RK)
Walk-In Uppercut	Motion → ↓ ↘ RP
Moon Press	Tap (↗ LP RK)
Ally Kick	Tap ↑, (LK RK)
Axis Punch	Tap (← LP RK)
Dive Attack	Tap →, (→ LP RP)
Hammer Head	Tap (↗ LK RK)
Jump Kick	Tap →, (→ LK RK)
Knee Hard Pounce	Tap (↗ LK RK)
Shoulder Ram	Tap (→ LP RK)
Flying Death Drop	Hold (↗ LP RP), hold ↓

Wang

Over Leg Trip	When in close, tap (RP RK)
Hip Toss	When in close, tap (LP LK)
Turn Around Elbow Strike	Tap ↘, (↘ LK RK)
Lunging Body Press	Tap (↘ LP LK RK)
Note: This can also be used as a counter move.	
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Two-Hit Juggle Uppercut	Tap (↘ RP), LP
Front Snap Kick	Tap (↘ LK)
Punch and Side Step	When in close, tap (← RP)
Lunge Punch	Tap (↘ LP RP)
Charge Punch	Tap (→ RP)
Power Punch	Motion ↓ ↘ → RP
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Hard Pounce	Tap (↗ LK RK)
Super Charge Punch	Tap (← LP RP)
Super Uppercut	Tap ←, (← LP)

Move List Color Key: The color key below indicates the type of move.

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Anna

Hip Toss	When in close, tap (RP RK)
Arm Flip	When in close, tap (LP LK)
Elbow Smash	When in close, tap ½, hold (½ LP RP)
Shoulder Toss	When in close, hold →, tap (LP LK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Face Smack to Over the Shoulder Arm Breaker	Motion ¼ → (LP RP), quickly tap LK, RK, LP, (LP RP)
Face Smack to Double Arm Breaker	Motion ¼ → (LP RP), quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)
Face Smack to Ground Arm Breaker	Motion ¼ → (LP RP), quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)
Face Smack to Arm Breaker to Arm Takedown	Motion ¼ → (LP RP), quickly tap (LP LK), RK, (LP RP), tap (LP RP), RK, LK, (LP RP), (LP RP), (LP RP)
Face Smack to Arm Breaker to Overhead Throw	Motion ¼ → (LP RP), quickly tap LP, LK, RP, LP, tap RP, LP, (LP RP), (LK RK), (LP RP)
Counter	Tap (← RP LK) or (← LP RK)
Slap Punch	Hold ←, tap LP
Arm Trip	Hold ¼, tap (½ RP)
Mantis Strike	Hold ¼, motion ½ → RP
Stab Punch	Hold ¼, motion ½ → LP
Wrist Thrust	Tap →, (→ LP RP)
Flip Kick	Tap →, (→ RK)
Low Flip Kick	Charge ¼ for one second, tap (↑ RK)

Note: Tap ¾ to flip toward your opponent; tap ¼ to flip away.

High Flip Kick	Charge ¼ for one second, hold (↑ RK)
Note: Hold ¾ to flip toward your opponent; hold ¼ to flip away.	
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↓ RP)
Super Chop	Tap (← LP RP)
Super Crunch	Tap (¼ LP RP)

Devil and Angel

Double Kick Hold	When in close, tap (LP LK)
Hip Toss	When in close, tap (RP RK)
Head-Butt	When in close, tap →, (→ LP RP)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Stun Punch	While rising, tap RP
Sweep Kick	Motion → ¼ → RK, tap RK
Lunging Uppercut	Tap →, ¼, hold ½, tap RP
Charging Uppercut	Tap →, ¼, hold ½, tap LP
Hurricane Sweep Kicks	Tap (↓ RK), RK, RK
Front Flip	Tap RK, LK
Axe Kick	Tap →, (→ LK)
Snap Kick	Tap (→ RK)
Spinning Backhand	Tap (→ RP)

Jumping Spin Kick	Tap (↑ RK) or (↓ RK)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↓ RP)
Super Ground Laser	Tap (LP RP)
Super Air Laser	Tap (LK RK)

Bruce

Knee Bash	When in close, tap (LP LK)
Headlock to Knee Bash	When in close, tap (RP RK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Headlock to Knee-Bash Throw	Tap →, motion ¼ → (LP RP RK), quickly tap (LP RP), (LP RP), (LP RP)
Headlock to Multi-Knee Bashes to Super Knee Thrust	Tap →, motion ¼ → (LP RP RK), quickly tap LK, (LP RP LK), tap LP, LK, (LP RP RK), RP, RK, LP, (LP RP LK)
Flying Elbow	Tap (LP RP)
Spinning Back Elbow	Tap (→ LP RP)
Back Flip	Tap ←, ←, (LK RK)
Back Flip to Charging Kick	Tap ←, ←, (LK RK), LK
Charging Snap Kick	Tap →, (→ RK)
Charging Wheel Kick	Tap →, (→ LK)
Sweep Kick	Tap (½ LK)
Sweep Kick to Uppercut	Tap (½ LK), LP
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↓ RP)
Super Back Elbow	Tap (← LP RK)



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Kuma

Back Breaker	When in close, tap (RP RK)
Lunch Time	Hold →, tap (RP RK)
Tackle Attack	When in close, tap (LP LK)
Overhead Swipe	Tap (← LP RP)
Hand Trip	Tap ←, (→ RP LK)
Forward Roll	Tap (← LP RP), motion 300 degrees starting from →
The Clap	Tap →, (→ LP RP)
Overhead Pounce	Tap (LP RP)
Upward Bash	While rising, tap (LP RP)
Stt Attack	Tap (↗ LK RK)
Stt Attack to Hand Slap	Tap (↘ LK RK), LP, RP, LP, RP
Windmill Attack	Hold ↓, tap (↘ LP), RP, LP
Dive Attack	While running, tap (LP RP)
Ground Dive	While running, tap (LK RK)
Hard Pounce	Tap (↑ RP) or (↗ RP)

Ganyu

Hip Press	When in close, tap (LP LK)
Hip Press Right	When in close, tap (RP RK)
Overhead Throw	When in close, tap (→ RP RK)
Ground Press	Tap →, (→ RP LK)

Behind Grab

When behind opponent, tap (LP LK) or (RP RK)

Palm Trip	Tap (↘ RP LK)
Sumo Clap	Tap →, (→ RP LP)
Charging Uppercut	Motion ← ↖ ↓ ↘ LP
Sumo Overhead	Tap (LP RP)
Sumo Dance	Tap (↓ RP), RP, RP
Sumo Palm Punch	Motion ← ↖ ↓ ↘ RP
Stt Press	Tap (↗ LK RK)
Stt Attack	Tap (↘ LK RK)
Rising Face Bash	While rising, tap (LP RP)
Double-Hand Uppercut	Hold ↓, tap (LP RP)
Sumo Stomp	Tap (↓ RK)
Rising Face Bash	While rising, tap (LP RP)
Dive Attack	While running, tap (LP RP)
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Charge	Tap (← LP RP)

Roger and Alex

Head-Butt	When in close, tap (LP LK)
Power Bomb	When in close, tap (RP RK)
Power Slam	When in close, motion ↓ ↘ → LP

DOT

Tap ↖, ↗, (LP RP)

Frankenstein	Tap (↘ LK RK)
Mind Sweeper	Motion → ↖ ↗ ↓ ↘ → LP
Tomatoe Pile Driver	Tap ↖, (→ LP RP)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Uppercut	Motion → ↓ ↘ LP
Lunging Drop Kick	Tap (LK RK)
Charging Uppercut	Tap →, (→ RP)
Stun Punch	Tap →, → RP
Overhead Slam	Tap (→ LP RP)
All Kicks	Tap (↓ LK RK), RK, RK
Elbow Drop	Tap (↘ LP)
Elbow Strike	Tap (↘ RP)
Tail Takedown	Tap (↖ LK)
Kick Fury	Tap (← LK RK), LK, RK, LK, RK
Shoulder Drop	Tap (↗ RP RK)
Forward Dive Attack	Tap →, (→ LP RP)
Dive Attack	While running, tap (LP RP)
Hard Pounce	Tap (↑ RP) or (↗ RP)
Knee Hard Pounce	Tap (↗ LK RK)
Super Windup Punch	Tap (← LP)



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VP/Associate Publisher

Cynthia Sendor
Tel: (650) 349-4300
csendor@gamapra.com

Gwen Rambis
Executive Assistant
Tel: (650) 286-2523
Fax: (650) 349-1598
grambis@gamapra.com

Marketing Director

Elaina Sterling
Tel: (650) 286-2590
estirling@gamapra.com

Erin Gaffney
Marketing Manager
Tel: (650) 286-2598
egaffney@gamapra.com

Kevin Burt

Advertising Coordinator
Tel: (650) 286-2516
Fax: (650) 349-1598
kburt@gamapra.com

West Coast

Craig D. Lee
West Coast Sales Manager
Tel: (650) 286-2583
Fax: (650) 349-1598
clee@gamapra.com

Christopher M. Kohron
Account Executive
Tel: (650) 286-2524
Fax: (650) 349-1598
ckohron@gamapra.com

Deep Dhillon

West Coast
Sales Associate
Tel: (650) 286-2591
Fax: (650) 349-1598
ddhillon@gamapra.com

Midwest/East Coast

Korin T. Keovey
East/Midwest
Regional Manager
100 Park Avenue
16th Floor
New York, NY 10017
Tel: (212) 880-6470
Fax: (212) 880-6442
kkeovey@gamapra.com

Abbie Feilbach
East/Midwest
Coast Sales Associate
Tel: (212) 880-6470
Fax: (212) 880-6442



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